Sburb Glitch FAQ
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Archive Warning:	Choose Not To Use Archive Warnings
Category:	Gen
Fandom:	Homestuck
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Language:	English
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Sburb Glitch FAQ

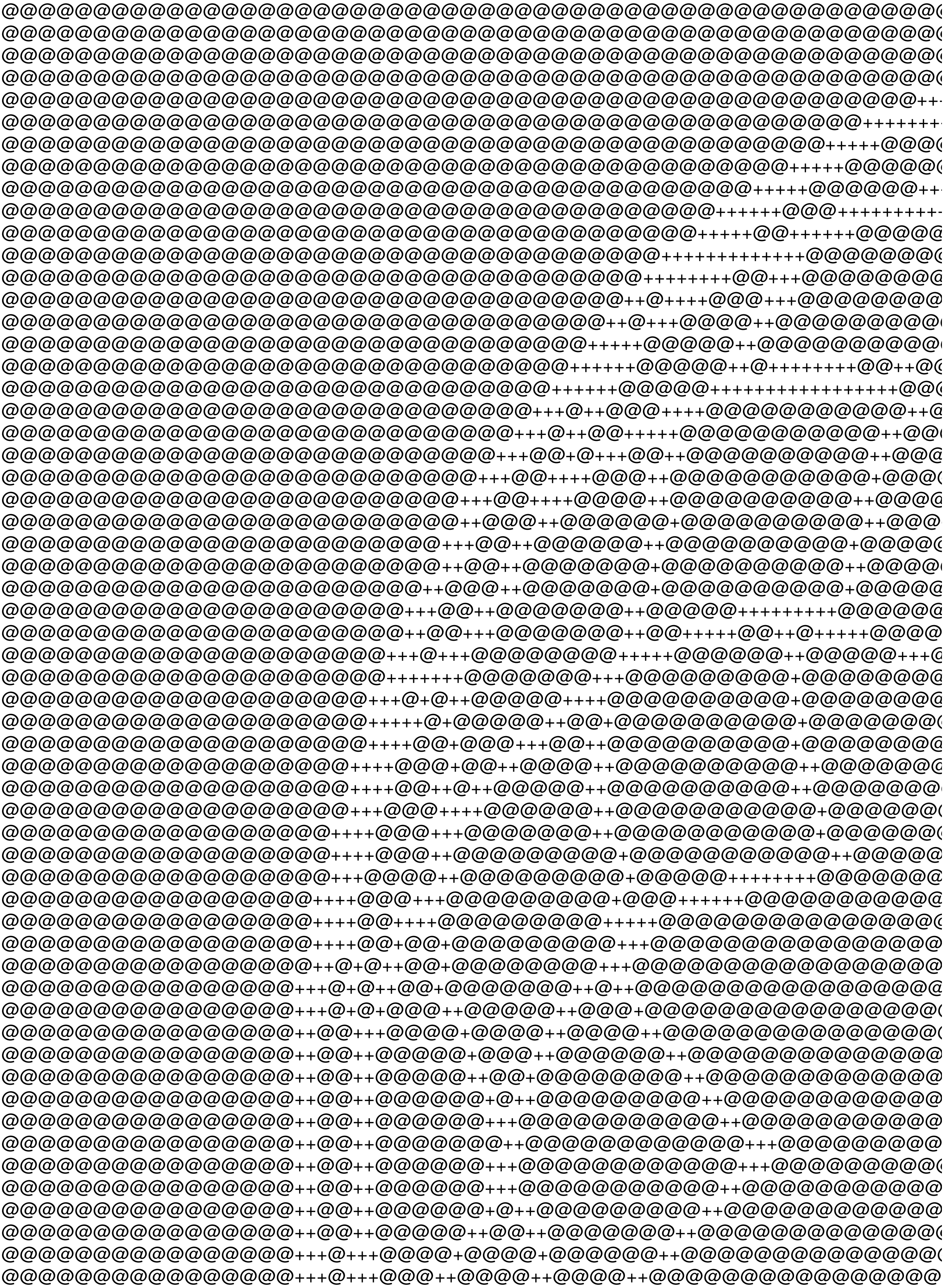
by GodsGiftToGrinds

Summary

As a new player to Sburb, you are likely to experience an age-old dilemna foreordained by the gaming age. Namely, to ask yourself: *Is this bugged, or do I just not get it?*

Well look no further! This Sburb Glitch FAQ will tell you everything you wanted to know about Sburb and even more that you never asked for!

Table of Content and Version History



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by GodsGiftToGrinds
version 1.18
plz do not steal this FAQ
just kidding go ahead and steal it, see if i care

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PREFACE

Blah blah blah

INTRODUCTION TO SBURB

Welcome to the new extreme

FREQUENTLY ASKED QUESTIONS

Press enter to start

Expedition

The beginning of something truly excellent

Potential verdancy

The dreaming

Basic sburb features

A taste for adventure

The early game: Terraforming

ARTICLES

Aspects

Advanced metagaming

Alchemy

Sburb features and other junk

Sprite pendants

Player commands

The dream kingdoms

Guest chapters

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Timespace stamp 97036132 origin [ZR,8P] current version 1.01 broadcast: SBURB-ONLY
Decided to compile all the stunts from the gamebreaking community into a big FAQ. Thanks to everybody who contributed. Big thank to Gamebro for hosting.

Timespace stamp 97036132 origin [ZR,8P] current version 1.02 broadcast: SBURB-ONLY
Added some sweet ascii art.

Timespace stamp 97036145 origin [ZR,8P] current version 1.04 broadcast: SBURB-ONLY
Yes I am aware that some chapters are corrupted. Looks like someone is hijacking the server to store weird rap in broodfester tongues. I'm trying to fix the issue.

Timespace stamp 97083299 origin [AKASHIC-R,VOIDCALL] current version 1.39 broadcast: ????-ALL
Trying something different. I think I just made it worse. We'll see.

Timespace stamp 97036151 origin [ZR,8P] current version 1.04 broadcast: SBURB-ONLY
Just for the records, I didn't do the update above. It looks like it was made by another version of me. So that means, another me got himself stuck in a doomed timeline like some kind of Sboob. Either that or I'm the one that's doomed. Yeah, nah. Not gonna happen. Okay seriously if I'm the

one who's timeline-doomed then I'm going to eat my goddamn bike.

Note: Yup, totally was the other me. I managed to steal some of what he posted before it got timesweeped and *holy shit*. I mean I did notice the AC readings in sessions with uneven Players were pretty consistently weird. But hell. I never though the Void Aspect was bugged enough to damage installation. We weren't sure that pre-installation was even a thing. I'm gonna do more research on these biznasty stunts.

Timespace stamp 97036154 origin [ZR,8P] current version 1.08 broadcast: SBURB-ONLY
Added theoritical information on Void effects. Trying to run some experiments on them. Added info on cracking game abstractions with the Intellibeam Laserstation and how to glitch the Sleep Rating. Fixed a ratio mistake in the alchemy section. Thinking of gathering some information on Stars effects because the Wish mechanic does some pretty weird stuff to people's AC readings. Apparently it's messing up plot charts. If you're a Player of Stars then drop me a email with the usual timetrav encryption.

Timespace stamp 97036157 origin [ZR,8P] current version 1.09 broadcast: SBURB-ONLY
Gamebro servers going down. Again.

Timespace stamp 97038159 origin [0000000000,GLORETHSERVER] current version 1.13 broadcast: FLESH-ONLY
I think I finally fixed my shit. Big thank you to antinoblessGibsonhacker for the coding and G'lorethfzuflagh for hosting.

Timespace stamp 97038245 origin [0000000000,GLORETHSERVER] current version 1.14 broadcast: FLESH-ONLY
Alright that last fix managed to hold for a hella long time and I'm glad you guys all supported me. In exchange, I finished writing the Imperative and Priorities extended chapters as per popular demand. Oh and I shared the big hot news on how to break into the Denizen Vault. Guesss proxy spawning wasn't debunked after all. On another note I decided changed the format of the gamebreaking articles. I changed them to just being "articles" and I added information on other Sburb features. I want to make this Gamebreaking FAQ into a Glitch FAQ, for new players. Might consider changing the title. Want to reflect the new nature of the FAQ. Something about listing or avoiding bugs. Will take suggestions.

Timespace stamp 97038268 origin [0000000000,GLORETHSERVER] current version 1.15 broadcast: FLESH-ONLY
Lots of chapters on Imperative and Priorities are down. I reckon you should get the basic idea anyway.

Timespace stamp 97038145 origin [spacewhaleserver,~athSBURBFAQ] current version 1.16 broadcast: ????-ALL
Nyurb gu'ilg to you, G'loreth. I though you were cool. Gorthytch svulk borbly'ahth? Shruggot. How fyurb-hurt can you be? Whatever you can keep that chapter, I'm done with it yeah that's right it's too slimy and writhing to my tastes. All yours bro. Like I care about your shitty rap. As for everyone else: Don't worry guys I found a new way to host this shizzle.

Timespace stamp 97038273 origin [spacewhaleserver,~ath.SBURBFAQ] current version 1.16 broadcast: ????-ALL
Welp, the chapters are getting broadcasted out of chronological order. That is, if you can't see a bunch of them it's because they're in the future. So from your point of view they aren't written yet. I made a neat script for the Table of Content to show them as offline. Of course, this is not an issue if your internet browser supports timetrav encryption. If it doesn't, then now's your cue to drop that

piece of shit and get a browser that's actually cool. Or I guess you can just wait for the missing chapters to reach your timespace stamp. Have fun with that.

Timespace stamp 97038294 origin [spacewhaleserver,~athSBURBFAQ] current version 1.17 [FINAL] broadcast: ????-ALL
Corrected a few grammar mistakes here and there, as pointed out by narcolepsicScribe. Thanks brah. Also apparently this is getting broadcasted on non-SBURB worlds? What is this I don't even.

Preface

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This document is a guide for the immersive simulation game Sburb. The objective of this FAQ is to frame together info

For Sburb is a game which is in needs of warnings.

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The first thing you should notice is those fancy numbers between brackets that are chilling in the title banners. These r

Secondly, you should notice that this FAQ consists of two major sections. The first is a tautological FAQ section. Yes,

The FAQ section works on a need-to-know basis. As the name suggest, it's there to answer nagging questions that ba

The Article section is there for happier times. Whenever you are keeping a strict policy of clean pants, you may opt to c

The Article section is there for happier times. Whenever you are keeping a strict policy of clean pants, you may opt to

Together, these two sections complete each other like a reverse matryoshka doll of self-references. This document air

You are advised to begin your browsing of this document by looking up the Frequently Asked Questions. It will cover th

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I've tried to keep this section up to date for so long. Well guess what. As of version 1.08, I officially *stopped caring*. S

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Let me drop the guillotine blade to the neck of the matter. This is not a walkthrough. This FAQ will not guide you by the

Incidentally, I draw the line whereas safety is seceded by freedom. I support walking into Sburb with an humble heart b

Introduction



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@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@* [02A] What you should expect from th
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So here we are, your introduction to Sburb. This chapter shall not revel in memes by spamming the apocalypse puns

So, you are playing Sburb?

I won't say I'm sorry. I'm not. You're the one who is about to be sorry, because it's time for you to stop construing adve

In case that wasn't clear, you are going to surf the wave of the genocide of your people, you are going to wrestle with r

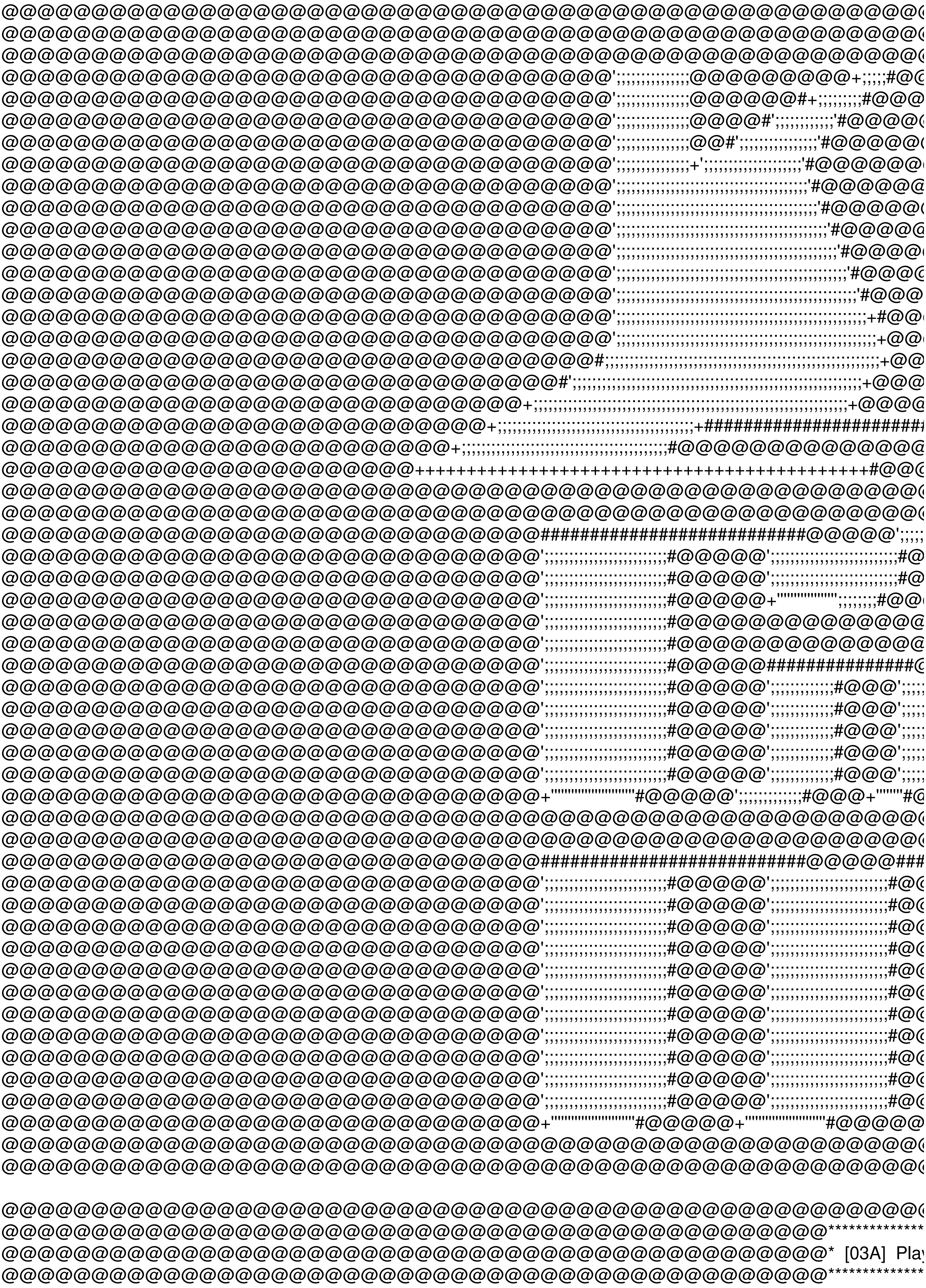
So breathe through your nose, see through your eyes, listen through your ears and keep reading. It is already too late

But this thing which passes as your big adventure is all that you have now. You don't have anything else. It's going to g

They say that you only realize how much fun you were having once a game is back in the cupboard. Or they say that s

You are going to do this because it is what everybody does. And maybe, maybe somewhere in all this, you'll grow up.

Basic information



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The topic of Sburb terminology is a battlefield which is fertile in arguments. In particular, the fabulous titles that are ass

The Roles assigned to Sburb Players consist of two parts which have vastly different meanings and rules. The first pa

Titles and Aspects are unique to a single Player in any given Sburb session. They do not repeat themselves. For this r

The combination of both Title and Element has an importance of its own, as it dictates a Player's specialization. If we t

Bugs which pertain to a Title or Aspect will transfer to any player which possess one of these designations. For examp

Please note that Player in Sburb are visually identified by their aspect, which is represented by some sort of crude sym

Lastly: upon becoming God Tier, it is the Player's Aspect symbol which will appear huge and bright on Skaia. But try n

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Every RPG worth a damn has stats. Do you like stats? Well you're in luck. Sburb throws them at you by the bucket. Or

In order to gauge the hidden stats, you need to employ fact-finding abilities. The Seer Player and the Sage players are

•Mangrit•

Well we all know that one. You don't even need to install Sburb to see it. You can't see your total amount, but you are

Sburb will sometimes run a check on your mangrit before proceeding with a scripted even. The game won't let you tak

As a minor detail, mangrit is directly turned into a boost to Carapace Reputation when speaking to rook-class carapac

Lastly, high Mangrit increases the odds of successfully inflicting the [**Intimidated**] status on game constructs when fle

Mangrit glitches:

•It is well known that the Mangrit of the Player of Void is easily glitched. This can cause it to reach a value above the m

•If you try to scan the Mangrit of a Player of Rain, the Mangrit stat will be multiplied by the number of Dupliclones that

•Health Vial•

Another stat, or meter in this case, which is not hard to spot. It's right there above your head. Your Health Vial gets kn

•Gel Viscosity•

The basic defense stat. Gel viscosity makes it harder for your health vial to be knocked out, which means you're less li

Gel viscosity is one of the rare stats that automatically increases when you climb a new rung on your echeladder, thou

Keep in mind that your gel viscosity only confers protection to physical attacks, such as normal strifing or when an asp

•custom_stat•

A "blank" meter that adapts to whatever you fancy doing as a personal hobby. Can refer to arguments, mind games, p

Now, let's move to the important stuff that you CAN'T see without an ability scan.

•Flummoxie•

Well that's arguably the most important stat in the game. Or at least, it's the one you're guaranteed to go batshit crazy

•Scamperway•

Defines how fast you move or perform actions. Has a base value that is very hard to increase naturally. Scamperway

•Brainitude•

Used for smarting and out-smarting. Important for absconding dangerous situation. Crucial for puzzle stuff. It's always

•Item mastery•

How good you are at using items. The most important stat for all kind of object-based shenanigans. Essential for the m

Item mastery glitches:

•Item Mastery is broken on the Knight Player. The title trait [In Shining Armor] gives maxed item mastery as soon as th

•The Instrumastery stat is bugged and benefits weapons that are normally self-sufficient with their stats (puppetkind, rc

•Ladpluck• or •Lasspluck•

This is not a static stat but a meter, like with your Health Vial, except invisible. It stands for your mental endurance and

The term is gender-sensitive for some reason. For simplification, everybody just calls it [**pluck**].

Using Flummoxie-based abilities will decreases your pluck until you risk to black out. If using a special ability is like wa

The pluck meter fluctuates a LOT based on how you feel. Even with low stats, you can temporarily cast some crazy ab

•c_rep_WHITE•

Carapace reputation for the white side. Porcelain people hate you when you lose your prospitian street creds. You nee

•c_rep_BLACK•

Carapace reputation for the black side. Ebony people will step on your grill if you can't derse it up. Also, Black Carapac

•land_rep•

The counter for Land reputation. The game runs a lot of check on this stat during your Land adventures. Whenever it's

Oh and when it reaches high enough, your Land Familiars will have a tendency to clutter around you if you stay still fo

•sprite_value•

A weird stat which nobody understands very well. It defines your relationship with your sprite. Sorta.

All I know is that if you messed up the necroprototype and got yourself a sprite that doesn't care about you, this value

This stat increases slowly as you spend time with the sprite. As this value goes up, the Sprite will hand out the Sprite F

•Sleep_ratio•

Defines how good your sleep is. Very context-dependent. Is your bed very soft? Do you have a snazzy pillow? DID AN

Sleep glitches:

•This stat is duplicated in players that have two different states of relaxation for whatever reason. This leads to the dou

•Some people have dreamselves that are permanently awake because this stat is negative.

•If this stat is missing, your dreamself might go rogue on you. Like, it becomes sentient (and psycho) and you're into a

•Transmutancy•

An important stat which slowly increases as you perform alchemy sessions. The higher your transmutancy level is, the

•Semperstand•

This is a stat that confers mental fortitude and resistance/immunities to special abilities. Strongly boosted by the Prote

•Pepleader•

The leadership stat. Makes people feel like doing what you suggest. There's a huge bonus to this stat for the first pers

Pepleader glitches:

•Pepleader can allow you to recruit NPCs that normally wouldn't follow you or listen to you.

•With enough pepleader, you can tell underlings to get out and they'll listen to you (if you are dead serious).

•A high Pepleader stat messes up with the Exile communication algorithm. Expect your leader to act weird from times

•Smovability•

Your ability to use your satyride. My favorite stat. The stunts will never end.

•Kismettle•

The game performs a check on Kismettle when trying to perform the kiss-revival maneuver. It's unusually high on the

•swag•

An unused stat that used to be related to "shipping". Seems to be related to verballistamina.

•why_b•

An unused stat that used to be related to "shipping". Seems to be found on people with an exotic look.

•HNNG•

An unused stat that used to be related to "shipping". Seems to cause consorts to like you.

•Verballistamina•

A special stat related to the strength of your dialog options. Useful when you need to convince/impress NPCs. Also us

•????•

A nameless stat that keeps going up when the Player of Rage is using [Infinite Rage]. Causes the Player to be identifi

•????•

Another stat with an invisible name. Only found on Players suffering from corruption, due to contact or indirect-contact

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FAQ part-1: Press enter to start

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Obvious stuff: This compendium will take into consideration that you are familiar with the basics of Sburb. I suggest rea

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[QUESTION] I dropped my Sburb disc/spilled milk on it/threw it into lava, is it gonna be ok?

Sburb game discs are indestructible.

[QUESTION] I loaded my SBURB CD into my game console but it's not working! Did I get a bad version? Is there a reg

Only a personal computer can launch the Sburb installation. Game consoles will not do. There is no requisite for the ha

•Note: Actually I heard it still works fine if you insert the disc into the *wrong slot* of a very old computer. But then it's g

[QUESTION] The screen says there was a problem with player identification. Then the CD tray opened and launched t

BUG. The game could not properly designate the Sburb Player. This situation happens if several people fight over the

•Note: Apparently this happens if the player is intoxicated when attempting to install Sburb. Re-attempt once sober.

•Note: If somebody loads the CD but someone ELSE press "enter" to confirm server/client connection, the game will re

[QUESTION] Me and my friend only have one CD and we want to play Sburb. Can we share an account?

Nope. One CD, one player.

[QUESTION] What kind of copy protection does Sburb have?

[Critical threat]If you try to burn a copy of a Sburb CD your computer will explode.

[QUESTION] Can't I just download it?

Sburb only comes in a downloadable format in scratched worlds. Chances are, this doesn't apply to you. If it does, you

[QUESTION] I started the installation but then I broke my computer while it was still installing! Do I have, like, an half-in

Nope. The game is still installing. It never installed anything on your computer in the first place. The completion bar is j

For example, once the process is over, any computer of yours will have Sburb installed on it. Any computer that you al

•Note: The SBURB installation process is very bugproof. Once it has begun, the process is irreversible. The game will

•Note: You do not need a computer to clear the introductory phase of the game if you are the first player in a chain. Ho

[QUESTION] I installed SBURB, now I can't find my player CD anymore! The tray is empty!

The SBURB player CD disappears after the installation is launched. Only the Server CD can be re-used.

[QUESTION] Both me and my friends have our own Sburb CD. Can we run Sburb in the same house?

[Critical threat]Do not run two Sburb sessions in the same house. What are you even thinking, trying to make a LAN pa

•Note: This is a safeguard measure to avoid people getting inside the Medium and then launching another Sburb game

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[QUESTION] Okay I guess it installed but... I didn't teleport me to any fantasy land or anything! The whole thing is bro

Set phasers to chill out. This is normal. You will need to clear the introductory phase of the game before entering the M

[QUESTION] Objects are flying around! I think my house is haunted now! What kind of game is this? What did you do

Your server player is the one who is moving objects. If you squint with your eyes you should be able to make out the c

[QUESTION] My friend is DESTROYING MY HOUSE.

Ha ha ha.

[QUESTION] My Server player is unable to remote-view certain parts of my house.

Bug. The Server Player can only view areas where the player has been before.

[QUESTION] I'm getting a big red X displayed on my screen when trying to deploy the special machines.

Normal. The game will not allow you to deploy items from the Phrenalia Registry if they don't have enough room to ope

[QUESTION] My server player is suddenly unresponsive. He wasn't done deploying the game items and now he's gon

[Critical threat]Your Server Player has connection issues. The Server Player requires TCP/IP protocol to maintain the c

•Note: Hopefully your server player will re-connect shortly. Otherwise, you will die.

•Note: The requirement of a TCP/IP connection is lifted once the Client Player clears the preliminary phase of the gam

[QUESTION] I don't understand a word of what my Sprite is saying>

Minor bug. The dialog options of your Sprites are pretty much inexistent until it is prototyped a second time. Don't pay a

[QUESTION] My Server can see things on walls which aren’t really there. Is this part of a game puzzle?

Eh.

[QUESTION] Is there anything I should avoid prototyping?

There are a few important things. Avoid spatially challenged items (Pumpkins, keys, chainsaws, make-up), anything w

[QUESTION] Is this Sburb thing related to the beast/thing/asshole with green energy that is lazing around my house?

[Critical threat]Short answer is yes. This is a pre-loaded debug NPC. For more information, consult chapter 09A on the

[QUESTION] I'm missing a lot of Grist. I mean, I know how much I started with and how much I spent but it doesn't add

BUG. You have spent the Grist on Perfectly Generic Objects and forgot about it. It seems that Perfectly Generic Objec

•Note: PGO’s don’t even make a good Furniture Fort because then you'll forget about it.

[QUESTION] I was told a captcha code for a really sweet item and then I tried it but it didn't work :(

Let me guess. You expected to start the game with the best gear? Nice try. Capcha codes are validated when someor

•Note: In theory they could be already valid if there was some dimensional shenanigans taking places that linked unive

[QUESTION] My sprite stole my pre-punched card and ran away. What do.

[Critical threat]This is a bug caused by a ghost script that should have been deactivated from the game. It seems that !

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[QUESTION] I brought people with me by mistake! I mean, I though it was going to be just me and my friends playing

Only the person who launches the Sburb installation is a designated Player. These other people are timeline doomed.

[QUESTION] What's this I hear about discarding a specific item?

It is a scripted part of Sburb that a special NPC will end up with something which belongs to your house and form a cu

•Note: if somebody jokingly told you that the first thing to do once you enter the Medium is to throw a pair underwear/p

[QUESTION] I’m hearing things in my head. Is going crazy a part of the game?

This is related to Exiles. Ignore for now.

[QUESTION] Me and my friends were happily rebuilding things and then SHIT, there are MONSTERS spawning in my

Working as intended. Better start strifing.

[QUESTION] There's MORE OF THEM.

Your Sprite and you Client Server should be able to help. Make sure to alchemize something good for your strife deck.

[QUESTION] Okay it was viable at first but now there's just too many monsters. I think the spawnrate is bugged.

[Critical threat]Yes, yes it is. There is an infinite amount of these guys. When you have a chance, go outside or on the

FAQ part-2: Your adventure begins

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Well you just survived setting up the game and then reached your first gate. Congratulations. Only about 7% of groups

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[QUESTION] I just came in contact with a prophecy. Can I make it not happen?

[Critical threat]You cannot completely deny a prophecy. This will kill you and all of your friends. This is a phenomena o

Prophecies of a more dangerous nature needs to be handled with care. They can and will cause splintering if you don'

[QUESTION] I heard there is Time Travel involved in this game. If I mess up anything in my session, I can just fix it lat

Well I got bad news for you buddy. In case that wasn't clear already, Time Travel isn't all that great. Once something h

[QUESTION] My friend is dying!

[Critical threat]Kiss the player immediately. Just do it.

[QUESTION] It didn't work! My teammate is dead!

The game must go on. Remember: kids and fun.

•Note: Kissing will not restore a player to life if you are too late to perform it, if the player does not have a dreamself an

•Note: Reviving a teammate does *not* revive his or her original body. It imbues his or her dreamself as a permanent l

[QUESTION] My friend can fly! How do I get that? He/she won't tell me for some reasons.

He or she has probably been revived by a kiss. This imbues a dreamself as a permanent life. Dreamselves can fly and

[QUESTION] I DIED

[Critical threat]Upon receiving a killing blow, you will enter a circumstantial mode called the "Impending Final Death", w

You can still be saved. If you are kissed by a prince of princess, you will revive as your dreamself. All Players have thi

The window of time you have between *dying* and *dying for real* depends on your death. To be more exact, it depends

•Note:Alternatively, you may be able to drag your melting dreamself to your Crypt Slab and ASCEND. See chapter 43

[QUESTION] The game is unwinnable.

[Critical threat]It is still possible to make something out of the carcass of your burning session. First of all, there is a sp

[QUESTION] I am being contacted by people who claims to be players in another session.

[Critical threat]It is normally impossible to contact other Sburb Players than your group of friend. Not in your first game

[QUESTION] What *are* these things whispering to Derse Dreamers?

These creatures are called many things, a lot of them which sounds really stupid. Some people call them the Others s

The Others can be seen like a nonchalant audience to a Sburb session. They are much like cows, lazing on the other

[QUESTION] How can I avoid corruption?

[Critical threat]Avoid physical contact with the Others. Do *not* try to fly outside of your session. Even the boundaries

Importantly, the Others are not the only source of corruption in Sburb. There is another kind of entity which is not nativ

[QUESTION] I think that ...something... Is impersonating one of my friend. He/she looks like... candy...

[Critical threat]If this is something that is happening right now then take a slow breath, open you eyes wide and read th

The next thing you need to do is to STOP BEING ALONE with the "player". Keep pretending that you don't suspect an

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[QUESTION] So how about we go back to the fact that I took my first Gate and I'm in the middle of nowhere. There's r

Normal. Some gates, such as the first one, are one-way only. It will direct you to a zone on your Land that is not far fro

[QUESTION] What about the other Gates that were above my house?

The Gate system in Sburb is a convoluted business. Most importantly, these Gates will lead to your friends' houses. O

[QUESTION] Is there any map of this Gate system?

I heartily recommend reading cyclicPortalization's Gate FAQ. It will cover the basic layout of the Seven Gates. It will al

[QUESTION] I found a gate that is all crazy and flickering.

[Critical threat]This is a broken Gate. They have a .8% chances of spawning on your Land. These Gates can murderiz

•Note: Working Gates are normally indestructible but can still be destroyed by the interference of a corrupted Player. L

[QUESTION] What about the last of the Seventh Gate? Can I take it and skip to a really cool area at the end of the ga

[Critical threat]Don't take it unless you want to die. This has to do with the Denizen. It will be covered in the next sectio

FAQ part-3: Sburb for dummies

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So now you've gone through some Gates, met your internet buddies (did they look like you pictured them?) and now y

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[QUESTION] I don't like my Land. Can I get a reroll?

Sure, let's hit F5 and refresh the entire game installation! No problem here, none at all! Seriously though, you get what

[QUESTION] My title is lame. Totally doesn't suit me. Is it possible that Sburb made a mistake? Hey you know what sc

First of all Death is not an Aspect in Sburb. Secondly, there are no known glitches in Title generation. What you get is '

•Note: Titles are a convoluted subject. Apart from being hard, Titles can mean many things. They can be something yc

[QUESTION] I'm being told by the Sprite/consorts that there's something wrong with my Land! Why did I get a broken l

That is no bug, actually. All Lands have something wrong in them and the players must fix it. This is part of the main qu

[QUESTION] When my consorts or my Sprite try to name my land, one of the word comes out all garbled.

Bug. Your Land was generated with the Frog thematic. All session requires a Land with the Frog thematic. Sburb ensu

•Note: Sometimes the game may ask you to say out loud the name of your Land. This mostly happens during Carapac

[QUESTION] I'm only being told my Title when speaking to consorts/Sprite. I don't know my Aspect. I can't find my Asp

Bug. You're the Player of Void. The Void Aspect has a long history of not being found. Including by near-omniscient ga

[QUESTION] I keep getting called by a different Title/Aspect.

Bug. You're the Player of Mist. Mist stands on the opposite end of Void and represent things that are many things at th

•Note:If you want to confirm your title, you will need to get a bit tricky with dialog options. Find a talkative consort (Sprit

[QUESTION] Where am I supposed to get food from?

Well do you FEEL hungry? Didn't think so. The healing things that your Sprite gives you count as food. Well, in a weirc

[QUESTION] Why did my sprite give me a pendant?

[Critical threat]Keep this pendant with you. It is important. It does not have an use when you receive it, but it will have a

[QUESTION] Wait a minute. Something is wrong. My Land doesn't have a rotation. The day is never going to change t

Normal. Sburb planets never rotate, nor do they get light from a sun-object. The light comes from the sky, which is natu

•Note: Some desert worlds have the default light set at 120%. Alchemize suntan or umbrellas if you have sensitive skir

•Note: Some Lands are naturally dark, clouded or consists of cave systems. These Lands follow different rules, since t

[QUESTION] The day is never turning to night.

Bug. The light levels of your Land is coordinated with dreamself mechanics. If your Sleep Ratio is abnormal then you n

Bug: The light levels of your Land is coordinated with dreamself mechanics. If your Sleep Ratio is abnormal then you m

•Note: Alternatively, some Lands do not have a day/night cycle because of their thematics. For example if your Land h

[QUESTION] I was exploring an area of my Land and then suddenly I got swamped by a million billion monsters.

[Critical threat]Sburb Land are divided in zones with invisible boundaries, called Ebonpyres. These zones dictate the s

[QUESTION] Is it possible my Land was generated with a bugged theme?

[Critical threat]There are an handful of Land themes which are critically batshit. For a start, if your Land has "Angels" o

[QUESTION] So apparently, the big bad guy of my Land is a bully called the Denizen. Can I directly find that guy and

[Critical threat]You will die. The Denizen is not a boss that you can meet out of sequence. It's not even a real boss, for

•Note: The Denizen is an important game feature. Noticeably, they offer special Blessings when you cannot proceed fo

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[QUESTION] When I try to come near a consort village, they come out and attack me!

[Critical threat]DO NOT STRIFE. This is a minor scripted event and harmless. If you make the mistake of attacking a c

•Note: This scripted event only happens to certain titles and Aspect: Thief and Rogue, Rage and Doom. This may have

[QUESTION] What about the small critters that are flying around? Are they consorts?

Technically they are called "Land Familiars" but from the point of view of the game's coding, they are Consorts in most

[QUESTION] I browsed the shops a bit and one of them had prices that were completely bonkers. Bug?

Actually no, it's normal. This is the Fraymotif shop. Unlike the other shop instances, Fraymotif economy is globalized a

•Note: If you want to know, Fraymotifs are some kind of musical game abstractions. You call their name out loud, they

[QUESTION] There's a consort that keeps spinning in place, that can't be normal right?

Just a minor bug. It happens because the Land generates shop instances after generating all other consorts and hous

[QUESTION] There's a weird bed in one of the consort houses. It's pretty much a slab of rock. The consorts say it's in

These are special beds called Land Beds. They are scattered around the Lands and they are semi-important. These b

•Note: Bed-objects are important in regard to dreamself mechanics. See the FAQ section on dreamselves for more inf

•Note: Napping on Land Beds restores your Ladpluck/Lasspluck slightly better than vanilla sleep. Plus, they're actually

•Note: There is another type of bed-object which you shouldn't confuse for an everyday Land Bed. This special bed is

[QUESTION] Is it normal that I can captchalogue consorts?

Bug. Sburb does not let you captchalogue game abstractions, normally, but because of a glitch it lets you pick up cons

•Note: When you have consorts in your sylladex, other consorts will talk as if they were around.

•Note: Some dungeon entrances don't allow you in unless you are alone. If you have consorts in your Sylladex, their d

[QUESTION] I've seen a consort walk straight into a wall. Then it looked surprised, yelled "witchcraft" and ran away. V

Bug. There is a secret passage in that wall. The game is too busy being a piece of shit to notice you haven't opened it

[QUESTION] I just bumped into an invisible consort. It said "hi" and I went HOLY SHIT. What now?

Bug. The game failed to load a texture for that little guy. This bug is rare and completely benign. In fact there's a cool e

[QUESTION] Do I really have to behold the secret consort?

Yes.

[QUESTION] What does that even means?

Beats me.

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FAQ part-5: The Dreaming

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To sleep, perchance to dream. Aye there's the rub alright. The Dreaming is like a side-quest that Sburb spends WAY t

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[QUESTION] There's an "eclipse" happening on my Dream Moon, what does that mean?

[Critical threat]It means you don't go flying outside and you keep your dream ass on the ground. Otherwise that's just b

[QUESTION] Our group of friend got assigned to different Dream Moons. Aren't the Moons in competition? I don't wan

This is a common misconception. Sburb Players all belong to the same "side". Your Moon doesn't really matter. You ca

[QUESTION] Oh yeah then which one do you think is best, Derse or Prospit?

Whichever Moon you're not on.

[QUESTION] My dreamself isn't awake! How can I get it to wake up?

A lack of dreamself locomotion is linked to a weak Sleep Ratio. There is a minimum Sleep Ratio to clear before the dre

•Note: Alternatively, for the purpose of waking someone that really sucks at sleeping, you can abuse the bug where yo

[QUESTION] I want to do cool things with my Dreamself, I really do, but when I try then it's all a blur. I keep getting sid

Your focus as a dreamself is weakened by low-quality sleep. See chapter 28 on the Sleep Ratio and ways to improve i

[QUESTION] My dreamself is getting lost in some pretty damn weird dark area

[Critical threat]The dreamself of the Void Player has this dangerous glitch where it slips between dimensions. Or some

[QUESTION] I can't access my sylladex/kind abstratus/view my porkhollow/change clothes with my dreamself!

Your dreamself cannot do these things. Your meta-actions as a dreamself are very limited. However it should be point

•Note: Not being able to modify the wardrobe of the dreamself is not a big issue because the pyjamas are AWESOME

[QUESTION] I tried to use a Sburb Gates with my dreamself and I woke up?

Bug. The teleportation coding of Sburb is pretty flimsy and glitches the sleep ratio, making it fall to zero for an infinitely

[QUESTION] Okay so I met my friend's dreamself. Is it me or dreamself personalities are pretty weird?

Dreamselves are a sort of alter ego, like a projection of how people want to be or would be if nothing in the world coulc

[QUESTION] My friends say I'm already awake in my Dream Room. I don't remember anything like that! Maybe it's my

Bug. In a specific fork of the Sleep Ratio, the dreamself meets the minimum requirement to be active but their owner re

Yeah, dreamself stuff gets all kind of confusing.

[QUESTION] I tried to fly away from my Moon and, well, I can't!

There is an invisible boundary surrounding your Dream Moon which denotes its range of influence. There are specific

•Note: Do you see those far away big letters that say "DERSE" or "PROSPIT"? That's about the limit of the Dream Mo
•Note: This does not affect a person that has revived as a dreamself. This new body counts as a realself in every way.

[QUESTION] My friend's dreamself suddenly popped like a bubble and vanished!

Not a bug. Your friend woke up and his dreamself was not in a Dream Location. Only bed-objects and the sphere of in

[QUESTION] What are bed-objects?

Anything that looks like a bed or that you use to intend to sleep in it. You can even alchemize beds, if you want. You'll

•Note:Not sure if these are bugs or not but the following objects are considered bed-objects: bath tubs, ball pits, furnitu

[QUESTION] Why bring my dreamself away from my moon?

There are several reasons. For a start, if you die then you can only auto-revive if your dreamself is reasonably close. If

[QUESTION] If I don't have a bed-object, where will my dreamself be returned?

If you do not have a "save bed" upon leaving your dream moon and waking up, or if the current checkpoint was destro

[QUESTION] I tried to touch my dreamself/realself and holy shmoly! What the hell just happened?

If you are in physical contact with your dreamself or realself, the other "you" will open its eyes and both of you will be a

[QUESTION] My dreamself is already dead, before the game even started!

Bug. It's a normal part of the game that enemy Agents will constantly try to assassinate your dreamself (remember: kic

If this kind of things does happen, you may want to check up on the Prospit and Derse archagents to find out why exa

[QUESTION] My dreamself can do something that other dreamselves can't do, is that normal?

Yes. Titles and Aspect in Sburb bestow some unique twists to a dreamself. Stuff like growing extra arms, turning invisi

[QUESTION] My dreamself woke up for the first time, but it's not in the Dream Room that people describes. It's in som

[Critical threat]Oh boy this is some rare stuff. When a dreamself dies, Carapaces will parade that shit (because it's the

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[QUESTION] What ARE these things?

They are adorablawkward, they are uncannybrutal, they are whackjobsequious and they are obsessed with silly antics

[QUESTION] Neutral "for the most part"?

[Critical threat]
Not gonna lie, there's a bunch of them that wants to kill you. There is ALWAYS stuff that wants to kill you in Sburb. Ca

Watch out for special agents.

[QUESTION] What are these special agents?

[Critical threat]They are agents employed by the Archagent. They are dangerous and harmless at the same time. It's h

[QUESTION] How do I recognize special agents?

Technically, all high-ranking officials of the Kingdom of Light and Darkness are called agents by the game. "Special ag

•Note: The most definitive feature of special agents is that they carry Regiswords. Regiswords are ornamented black w

•Note: There is an infamous Infinite Regisword glitch. The game always default-spawn a Regisword on the Archagent

[QUESTION] Is it me or do I never see Prospit special agents around?

Bug. There are three carapaces pre-loaded to receive special missions from an Archagent (leader). These four carapa

[QUESTION] Well, where ARE They?

Derse and Prospit special agents have the common trait of being performers in a shared hobby, which is playing in a ja

[QUESTION] Why does everybody warn me about prototyped Carapaces?

[Critical threat]They naturally come in two flavors, the King and the Queen, one for each Kingdom. The official final bos

Now here's the reason why there's a flashing critical threat notice here: The bullshit powerlevel of the King and Queen

Whoever made Sburb probably though this was a cute way to spice things up and add variety to the game. You know,

•Note: The Ringwraith has access to Red Mile which is simply the buggiest piece of shit of a special attack that ever e

[QUESTION] The non-interference script of the Queen in my session is bugged

[Critical threat]Sburb's shitty coding decided to leash the Queen to the Palace area by making her unable to walk awa

•Note: Kings and Queens cease to be affected by the non-interference script if they lose their ring or scepter. Hence, w

[QUESTION] What are Exiles?

Exiles are hidden game parameters. They are Carapaces sent to the future to give you orders in the past. Most of the

•Note: Yeah, let's not kid ourselves. This is creepy as hell.

[QUESTION] What are these Green Carapaces I hear about?

The pseudo-NPCs that people colloquially call the "Green Carapaces" (but apparently they aren't exactly carapaces?)

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[QUESTION] What is the point of the Dream Moon?

You do stuff. Most of all, you can do Dream Quests. They are similar in essence to Land Quests. Which means they c

•Note: Dream Quests involving objects can be awkward because you don't have access to your sylladex. So you have

[QUESTION] What's that big chain? And why is it...oh please what the hell is this?

Yes. In Sburb, even the moons have moons. Things are *NEVER* complicated enough. The Dream Moon's Moon is th

[QUESTION] What's those big towers with flashy things?

[Critical threat]They are the game objects that house prototype information. Sburb does not want you to mess with the

[QUESTION] I went to sleep and the Carapaces put bars on the windows of my Dream Room! I'm jailed!

Well you probably have a good idea why that happened and it's because you acted like a dick to them. If you busted u

[QUESTION] Why are the Carapaces all grouping up for stuff?

Depending on an eldritch calendar and the aligment of planets (literally), Carapaces perform special event called the C

[QUESTION] Holy shit I fly like shit, why does everyone else makes it look so easy!

You should probably complete the Flying Training Quests 1 through 17 to cover the basics. They're given at the old Be

[QUESTION] Can I fly out to meet my friends on the other Dream Moon?

You will need to [Earn Your Wings], which is achieved by completing the Flying Training Quests 1 through 17, the Tab

[QUESTION] What's up with the Mail Quests? It's kinda harder than I though.

[Critical threat]The difficulty level of Mail Quests is WAY glitched. Players are lead to believe that they're a pushover be

[QUESTION] Is it me or do I have to do Terraforming Quests on my Dream Moon too?

You are confusing Terraforming with Lunar Landscaping. The later is not a legendary Quest of coming of age. It is a lo

•Note: Miss Taylor is awfully cute so I always do these quests by principle. Besides, the rewards for this are the only w

FAQ part-8: Terraforming

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Oh boy, Terraforming! Your legendary metaphor for coming of age. Or something like that. Everybody agrees that this

Terraforming consists of three parts: Waking the Denizen, confronting the Denizen and then Waking your Land with yo

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[QUESTION] Why are the Denizens sleeping when you start the game?

[Critical threat]They aren't. You know when someone is just pretending to be asleep and makes fake snoring sounds a

[QUESTION] How do you "wake" the Denizen?

It's a long bunch of quest that is full of horseshit. The basic rundown given by the Consorts is that you have to play a s

•The player has perform three actions known together as The Contest.

•The Player first has to learn the Song of his Land through a long series of Maturity Quests. Oh, you'll love these.

•The Player then has to go through more dungeons 'n riddle bullshit to find the location of a high peak called the Prom

•The Player then performs the three actions. The Player first issues the Challenge by playing the Song of his Land to p

•The Player then announces out loud the Stake. You make up that part on the spot, just make sure your name the Lan

•Finally it's time for the Knell. A gigantic [loud object] will appear on the Promontory after the Player issues the Challen

Then, and only then, the Player can move on to the Denizen part of the game. Not gonna lie, this is gonna take about

Note: Apparently Sburb's code for deciding the nature of the Knell-object is [whatever pops up in the Player's head wh

[QUESTION] Why is my Knell scenario a little different than what you describe?

There may be slight variations to how the Contest undergoes. For example the Player of Rage does not have a knell-o

[QUESTION] What if my Denizen was already awake?

This happens to the Player of Time. A future version of them has performed the Knell in the past. I've never heard of a

[QUESTION] My Consorts don't mention anything about learning a song, they say I have to light a Forge.

The Forge is part of a Duty which overrides the Knell. A Duty is some kind of player-specific quest that is vital to the w

[QUESTION] Can I help my buddy perform the Contest?

[Critical threat]Sure if you feel like dying. Only the Player doing the Knell Quests is given 99% sonic-immunity at the im

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[QUESTION] What IS the Denizen?

The Denizen is a "Boss" enemy that isn't really one. The Denizen's job is basically to be the biggest asshole and to shi

•Note: The Denizen has a lot of dialog options. It is game construct tagged with near-omniscience. It is aware that it is

[QUESTION] What if I just kill it instead of playing mind games with it?

In case people have to repeat things twice over before you understand: the Denizen is near-impossible to kill. You are

Note: it *is* possible to defeat the Denizen right from the get go. You also miss the whole point of Sburb.

[QUESTION] What am I supposed to do with the Denizen?

The Denizen gives you things to do and you do them. These are called Denizen Quests, or Terraforming Quests, depe

[QUESTION] But he's an enemy, why would I care what it says?

Imagine that you're a superhero and every morning you eat breakfast with your arch-nemesis. During this breakfast, b

This is your relationship with your Denizen. It doesn't give you Quests on the same basis as other game abstractions.

[QUESTION] What the hell does it want from me?

The Denizen wants to groom you. However, it does that in a roundabout way. It's kinda like a superfluous family memb

When the Denizen isn't busy shitting all over your feelings then it will be sending its underlings to shit all over your Lan

[QUESTION] Is there an infinite dialog bug with the Denizen?

Let me guess. You're arguing "Or maybe you want me to think that you think that I think that..." with your Denizen, are

[QUESTION] How do you defeat the Denizen???

Your job as the player is to learn to be even more of a smug magnificent bastard than him. Warning: the Denizen is pr

The point of your impetuous head-to-head meetings with the Denizen, in-between your Denizen Quests, is to grudging

Also, just as an extra warning: Denizens have this thing for making huge swish-swoosh motions while talking, and thu

[QUESTION] Why won't the Denizen let me explore a specific part of the Lair? What is down there?

[Critical threat]There's an important game item that the Denizen is protecting. The Denizen is Sburb-coded to become

[QUESTION] What is that small version of the Denizen I see around during Denizen Quests?

The Denizen Minion is a special underling and a recurrent miniboss. It is is pretty damn strong. There is always at leas

Note:The Denizen Minion is supposed to be able to talk like the Denizen but it can't because of a dialog bug.

Note: The Health Vial of the Denizen Minion is glitched and invisible. This is annoying because it has a shitload of Gel

Note: For you special people out there. No, this isn't a "boss fight that you are supposed to lose". There is no such thin

[QUESTION] How come the Denizen Minion I killed didn't drop any Grist?

The Denizen does that to mess with you. Just don't bring up the subject with your Denizen or it's going to mock you for

[QUESTION] What is the Hoard?

The Hoard is a massive amount of "grist". The quotation marks are there because it's not real grist that you can pick u

[QUESTION] How do you release the Hoard?

You will release the Hoard at the end of your long and weary mental battle with the dysfunctional personality of your D

[QUESTION] And when is that going to happen?

"When you are ready". Just ask your Denizen and it will give you that answer. And if it pisses you off, then you're still n

[QUESTION] Okay no just tell me how this ends alright?

Sburb will only trigger the script that ends the Terraforming phase under a very specific condition. It is when the Playe

The Denizen will then ask you to kill it.

The only way to release the Hoard is to kill the Denizen. Once you have learned how to keep your jimmies un-rustled,

[QUESTION] No seriously, do I really have to kill it? Not that it isn't a buttlord or anything.

Yes, you have to. You need to fuel the Ultimate Alchemy to win the game. And no, this isn't a thing where at the last se

[QUESTION] Oh hey look I can't! Fuck that shit.

It is a game abstraction. They don't really die for good. It will reincarnate in the same role for the next session down the

[QUESTION] I, just, killed my Denizen and...but...

Yes, we know.

[QUESTION] What's even the point now? Because wow I sure can't wait to see what's next in this fantastic game! Kids

Your Denizen told you before the deed. There's something belonging to you deep in the Denizen Lair. An instrument. I

[QUESTION] I... guess this makes me feel a bit better. What now?

This shit you just went through means you have officially concluded the early part of the game. Now that you have recl

Keep your Land Instrument with you. It's a very important game thing. It has a unique code like your Sprite Pendant sc

For example, releasing the Hoard has opened these really huge geysers on your land, which leads deep into caverns t

Lastly, you might have noticed that things went a little crazy when you played the Land Instrument and woke the Land.

In short, it's an entirely new world map. Have fun.

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[QUESTION] What if I'm still bummed about the whole Denizen thing?

Nobody can forget their first Denizen. But let's just put that on the table where we can both see it and then flip that tabl

[QUESTION]What is the Denizen Vault that people fawn about?

The Vault is a hidden/incomplete feature that shouldn't be confused with the Hoard. The Denizen Vault is a hidden are

•Note: The gamebreaking community has long-seen the Vault as a challenge to crack.

•Note: Digging up Sburb's code reveals that the locked door of the Vault answers to an item called the "Denizen Key" t

[QUESTION] What is the Choice?

The choice is an important game feature to debug your session. Whenever you sit in a session that cannot be won, the

•Note: Even if you are some super-veteran Sburb Player who wants to skip the mind games and directly kill the Denize

•Note: The Denizen of the Player with the Forge Duty does not have to be slain. That's because the Forge Duty takes

•Note: The cost of the Choice goes down exponentially the more the Player asked for help is "close to death". No, this

[QUESTION] One of the Player in my session met his/her Denizen and instantly finished the Terraforming Quest! Wha

Pretty much yeah. This happens if the Player that visits the Denizen is a serious pacifist; the game will automatically id

•Note: I respect people who want to challenge themselves with alternate ways to play Sburb, really I do, but don't try tc

[QUESTION] Okay I kinda don't want to talk about the Denizen thing now that it's done. BUT. Do the Consorts really h

Well they're just being silly like Consorts tend to be. They like to exaggerate things. It's better not to get angry at them

[QUESTION] Can I just steal the Land Instrument from my Denizen to skip ahead?

Stealing from an omniscient creature, oh yeah that's gonna do you good. I know it's really tempting to you Thief Player

Article - Ebonpyres

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Like many games, Sburb features invisible boundaries that delimit areas and give them intrinsic rules. Accordingly, the

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Our friend here is the most dangerous form of Ebonpyres, so let's start with it. Atomyk Ebonpyres can alternatively be

But let us be more precise rather than dwell on the cryptic. Atomyk Ebonpyres are zones found on the surface of your

Aside from being areas where the underling pile doesn't stop from getting taller, Atomyk Ebonpyres have a few differer

However, before you get to this safer position, Atomyk Ebonpyres will kill you. Avoid setting a foot in an Atomyk Ebonp

•Note: It is possible to grind more effectively in these areas by abusing abilities that manipulate spawning rates. Stuff li

•Note: Many areas near Gates will be Atomyk Ebonpyres. That's just the game saying that it hates your guts. Wheneve

•Note: Local consorts can be juicy in information. Village consorts are usually poor in geographical knowledge but the

•Note: Another way to recognize/manage Atomyk Ebonpyres is that they are *never* adjacent to special structures or

•Note: Enemies that are after your plush rump have a tendency to return to their "birth zone" once they hit the limit of t

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Tribal Ebonpyres are characterized by spawning Underlings which stays together in tight groups. These groups, or trib

Tribal Ebonpyres are a medium-level threat. In plains, moors, valleys and oceanic areas, you can see incoming enemi

•Bug: Imps will cluster next to much large enemies, including collossal-class underlings. This will usually end with them

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These Ebonpyres are vast, empty regions where all spawning is disabled except for collossal-class underlings. Said gi

Meredian Ebonpyres offers the best qualities for long sequences of exploration due to the lack of enemies in general. I

•Note: Collossal-class underlings often have weaknesses and special abilities. Consult the bestiary before making a m

•Bug: Because of a Land variable being off during Land Generation, the gravity in Meredian Ebonpyres is lower than it

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This region is the bastard child of the Tribal and Atomyk Ebonpyres. The Retrocade Ebonpyres want to kill you dead, b

•Note: these regions spawn "miniboss" imp enemies. These imps wear game-spawned hat items and may have Quinte

•Bug: If the special boss imps lose their hat, they will not be worth as much echelon on defeat. They might drop their h

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The only Ebonpyres situated in dungeons. These zones are very small and usually confined to a large room. In these z

•Note: If you start clearing an Apoxial Ebonpyres but leave the area before you're done, you will have to start killing the

•Note:Once the zone is cleared, it disables ALL spawning. So these rooms are safe places to rest and check up on wh

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Not exactly a type of Ebonpyre, the Sburban Jungle is the default setting for underlings where no Ebonpyre applies. M

Everything in a Sburban Jungle is considered "default". Underlings ignore you unless you attack them or step in their fa

•Note: the game’s Land Generation algorithm is slightly off when it comes to placing the boundaries between Sburban

•Note: Rather than cutting through Sburban Jungles when exploring, it is generally advised to follow the boundaries of

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The sunslammer zone is slightly different than the usual Ebonpyre formula; it is a temporary zone created for "boss" er

Most importantly, this zone differs from Ebonpyres in the sense that it has an amoebic shape. You can easily step in th

•Note: The game will automatically create a Sunslammer zone when you meet an enemy way above your station, ever

•Note: This zone superimposes the rules of the Atomyk Ebonpyre despite being much less dangerous. Leading a boss

•Note: Sunslamming refers to an advanced leveling technique where you decide to find enemies that are just strong er

Article - Sburb Game Diseases

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So you read the title and you're freaking out a little. "There are diseases in Sburb???", you are asking me frantically. T

•Note: The Void Player is entirely immune to game diseases. What else isn't new, half of the game's features don't wor

•Note: Players with a high Semperstand stat are generally very resilient to diseases. The Doom Player is immune to di

•Note: Sburb diseases must not be mistaken for Sburb mental disorders, which will be treated in their own section. Like

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A game disease found in dungeon of the subtype Amphibious Subterrain, randomly given by enemies with the "sick" o

•Note: This game sickness does nothing to your normal speech but for meta-narration game purposes, the consorts pr

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The Sblight is a quest disease with benign consequences. It pretty much turns your nose red. That’s it. Your nose char

The Sblight is part of a serie of Land Quest in Sburb called Plague Doctor during the Planet Healer story arc. This que:

The Sblight is not contagious. It only spreads in scripted events.

To get rid of the Sblight you simply need to solve a bunch of riddles until you find a poison-theme dungeon. There, you

•Note: You can also doubleteam the quest with a friend on his or her Land, in which case you will also contact the Sbli

•Minor glitch: It is interesting to note that you can only contact the Sblight once. If you doubleteam this quest on somet

•Minor glitch: In some weirder cases, it make you blush the color of your typing text. It has to do with a leak in the way

•Major glitch: Sburb tries to apply the Sblight graphic effect to your dreamself but bugs out completely because it fails t

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Players shows symptoms of a Deficiency in Elementary Reasoning Procedures when their Brainitude dips in the negat

DERP is cured by a good slap on the back of the head to restore Brainitude in the positive range and cancel the fake a

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This disease originates from the dream quest [Acquiring All The Hats] available both on Prospit and Derse. This quest

•Note: Infecting yourself on purpose with the Distinguished Manner is a good way to quickly burn through the Etiquette

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This is (normally) a caparace-only disease that appears sporadically on the Battlefield. It makes Carapace weaker and

Basically, this is a tool used by the game to direct the flow of the Skaian Skirmishes and manipulate the Reckoning Tin

What's stupid is that players can catch the damn thing because of a bug. If you have the Dream Moon Stealth Quest a

If you want to get cured from this weird buggy shit, the easiest method is to visit a Bishop-class Carapace on the battle

•Note: You can communicate the plague to another player if he also has the Dream Moon Stealth Quest activated.

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It is debatable whether Corruption should be treated the same as other game diseases since it is obviously not intende

Corruption levels can be very low and show little symptoms. However, it can still be enough to allow destroying game a

When the source of corruption is the Others, it is easy to diagnose at high levels. The symptoms are: dark skin, speaki

Angel corruption is harder to diagnose. Low-contamination players have a tendencies to speak highly of themselves, to

Both types of corruption are highly dangerous. Both type bestows the ability to destroy games abstraction. Both type d

Article - Addendum: underwater lands

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Okay I wanted to add this chapter at the end of the Land Generation article but it's read-only. Apparently I lost the adm

Based on the few accounts that I have collected, I have concluded that these Lands are critically batshit. The Dwelling

Since the Players sort of expect it, it's not really the owner of the Land that is in the most danger. It's the friends of that

Again, I remind you that these Lands are generated for people with some kind of pathological interest in drowning. No

If you have any question about underwater Lands, the person who told me everything about them said you could conta

Note: Yo, sapphic, you might want to be careful with email attachments. You sent me your merman slash by mistake.

FAQ part-4: The Potential Verdancy

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In Sburb, everything that you find on your Land is called "verdancy". It is stuff that is "growing" on your Land. The spec

Henceforth, the eternal question of all RPGs will apply here. What are you going to do? Are you going to work on the m

Spoiler: It's the second one.

Two reasons. First, because it’s what everybody do in RPGs. Secondly, because it happens to be a good idea. The m

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[QUESTION] Where do I get quests?

Speak to consorts.

•Note: I heard of a guy that was half-way through the game before realizing "Wow, these little guys can talk???". I just.

[QUESTION] There are a lot of consorts in villages. How can I tell which consorts give quests?

Well normally you just talk a lot to all of them. But. There is a pretty neat trick you can use to tell which consorts can gi

•Note: Just talking to a consort once is not enough to get a quest. Sometimes you have to navigate through dialog opti

•Note: A consort that you identify as a "quest giver" might not be ready to give the quest to you yet. Most of the time, i

•Note: If a consort does not want to give you a quest yet, it is advised to give it some random item from your sylladex.

[QUESTION] Why are items that used to be in my room, or my buddies' room, flowing freely around our Lands?

You should collect these items. They have been integrated into the game's structure. It is the reason why your house i

•These items may become the object of fetch quests (damn, those are easy).

•These items may become key items for unlocking dungeon entrances through the use of Totem Lathes.

•Lastly, the game will often use these loot objects as the legendary relic of a dungeon. So let's say for example that a '

[QUESTION] Why should I bother with quests?

Quests give a special reward called a Revelawesome. I wish I was making up that word but it's the official term.

The Revelawesome is what happens once you clear a dungeon or complete a quest given by a consort. It's hard to de

More importantly, the Revelawesome is how you learn new special abilities related to your Title or Aspect. They just sc

•Note: All Sburb players slowly and instinctively learn the grasp of their abilities. Stress and emotional trauma can caus

[QUESTION] Okay I had the quest to bring an item to a consort and I have it right here in my hand and the consort doe

This is a common source of confusion to new players. The game doesn't want you to give the item to the consort. It wa

[QUESTION]My escort missions keep bugging out and auto-failing for some reason!

Bug. That's because you're trying to cheat the system by captchaloging the consort and keeping it within the safety of

•Note: If you get into a tight spot and you're surrounded by DEADLY MONSTERS, it's a lot better to grab the consort ir

[QUESTION] One of my quest is broken to all hell!

Bug. If a quest mentions "pumpkins" anywhere in its description dialog, skip it. All quests involving pumpkins are inher

[QUESTION] I'm not being referred by the right title in quest dialogs!

Bug. Quest scripts seems to have been written very early during Sburb's conceptualization and some of the Title/Aspe

[QUESTION] A consort just offered me a quest and right after I said yes, it said "nevermind" and turned around. What

Bug. This is caused by losing Land Reputation, generally due to harming a consort. The game "unlocks" quests dialog

[QUESTION] I'm being offered a quest by a consort and it started telling me instructions and now it just keeps repeatin

Actually no, it's not a bug. You're probably just repeating "yes, I know, yes, yes" over and over and you end up saying

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[QUESTION] What do you DO inside a dungeon?

You find fragments of poems and shit that makes up puzzles to open secret passages, you find doors and keys and ch

[QUESTION] Okay cool. Now, how do you ENTER these dungeons? I'm in front of a dungeon entrance. It's a stone ar

Okay. Stop. I could make a billion million FAQ questions here but that would be dumb. Instead, I'm just going to put the

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There are three different zones of interest here. Above the doorway, you will recognize a spirograph and your Aspect s

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So let's see what these zones mean.

•The [WHO] zone•

There are two symbols of interest here:

• **A huge spirograph**

You're familiar with this symbol, it’s a Sburb Gate and it's the first thing you see when you open this FAQ. Well this syn

• **Your Aspect symbol**

It's your very own symbol and it's inside the spirograph. It represents who is allowed inside the dungeon. By default, it

•The [WHEN] zone•

This looks like ornemental motifs but it's an hidden requirement zone for when you can open this dungeon. There are t

•**The Land Reputation**

The more land familiars you see in the decoration of a dungeon entrance, the more this dungeon entrance has a high r

•**The Acts**

Aside from showing consorts and land familiars in various states of being silly, the decorations can also represent mytl

•The [LOCK] zone•

We finally come to the fun part. Everything before was just about satisfying paperwork. This part is the manual aspect

•The puzzle lock

Well you should get the idea just from the name. This lock consists of some kind of puzzle that you have to decypher i

•The musical lock

This lock consists of a musical sheet engraved on the dungeon entrance. You must play the song to open the door. Si

•The totem lock

The most common form of lock, like, 60-80% of your dungeons will have this type of lock. They’re a bit more complicat

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The things in the |&&| squares are engraved pictures of objects. They are objects that used to belong to you or to your

To unlock these dungeon entrances, you need to find the items in the pictures which are scattered through your Lands

How to translate the •[WHO]• , •[WHEN]• and •[LOCK]• zones:

There is a trick to simplify all of this. Just treat the requirements as one long sentence. Let’s say that you find a dunge

This reads as:

[Come forward Player X], [Achiever of Great Deeds] and **[Slayer of the Denizen], [Open These Locks]** and **[Ente**

You simply have to make this sentence become true in order to open the dungeon. Imagine that each part of this sente

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Needless to say, decoration like that will ask for a lot of Land Reputation and Acts. If it's a multiplayer dungeon, then e

[QUESTION] ...any bugs?

Oh yeah, sure, lots of bugs. There are *always* bugs. Shit let’s get a list in here.

•The symbol of the Player of Void does *not* want to appear in Sburb. Where the Void symbol is supposed to be, there

•The Player of Mist can count as a substitute player for multiplayer dungeons because of the identification bugs relatec

•The Player of Space can easily glitch out dungeons if he/she uses spatial manipulation to bypass the Dungeon Entrar

•Musical Locks are supposed to have their notes glow progressively as you perform the music, but sometimes there’s

•The Totem Lock is coded to softly "ejects" Totem Keys that are incorrectly placed. However this feature will not work i

•The Player of Rage has this ability where he/she yells so hard at a dungeon entrance that it will open regardless of re

•For you Players of Time out there: The game performs a check on your current self that stands before a dungeon entı

[QUESTION] I don’t find a lot of dungeons on my Land and they have all low requirement. How come?

Your Land will only have about 10% of its dungeons when you start the game. The other 90% of the dungeons will apr

[QUESTION] I found something that looks like a dungeon entrance but it’s on the ground, completely horizontal, in the

Actually that’s a "tower". It’s a rare and fun type of dungeon. The dungeon entrance works pretty much the same excep

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It works like the opposite of what you would expect from a tower since you go from top to bottom. Needless to say, onc

•Note: It’s a "secret" but you can beat towers twice. Once the tower is back into the ground after you beat it once, the s

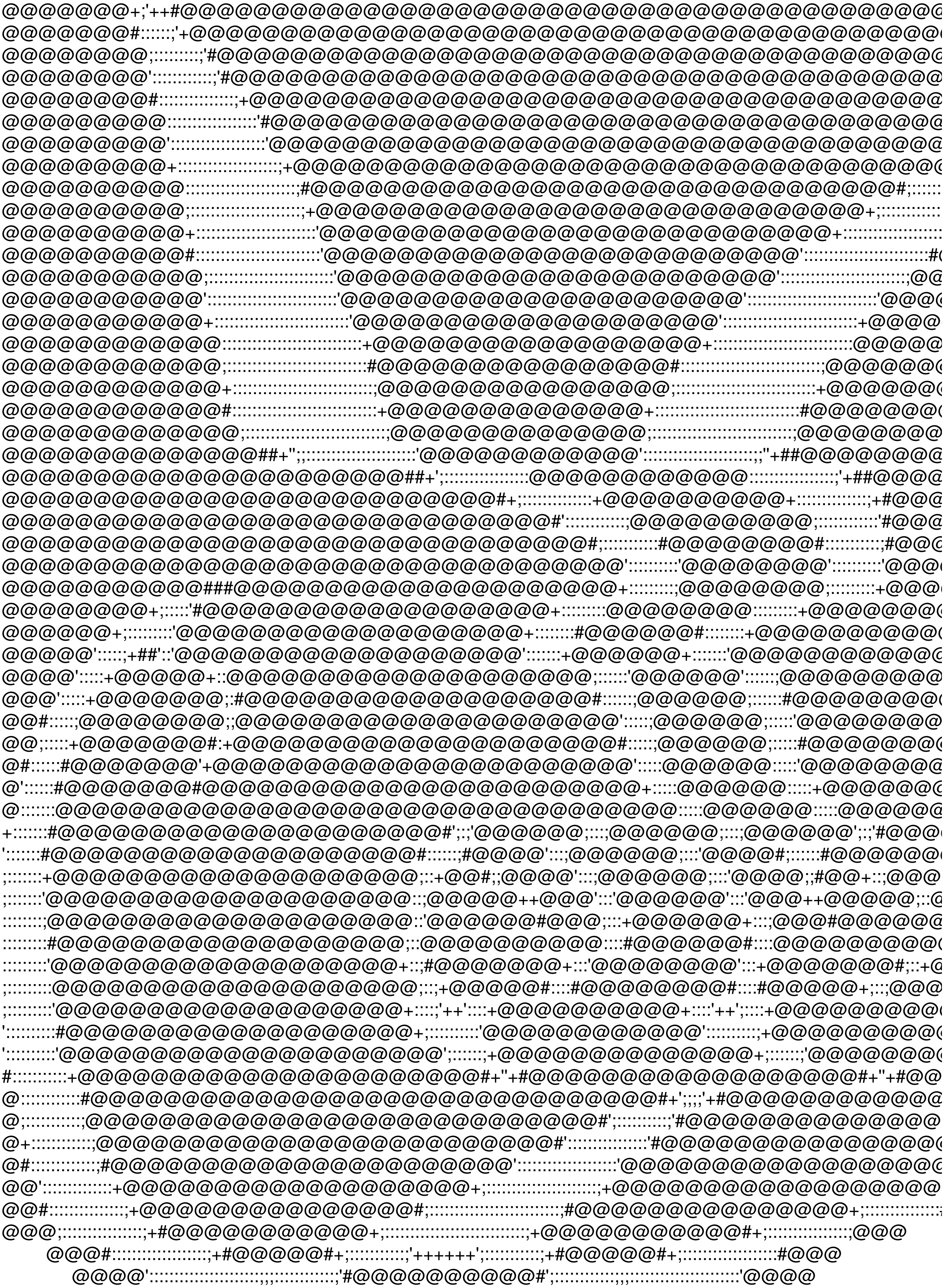
[QUESTION] What is the miniboss that you're supposed to find at the end of a dungeon?

The "miniboss" is a blank template that is applied to a Sburb Aspect. It creates randomly generated bosses. They alwa

BTW, the miniboss has a pretty basic attack pattern. When it turns into a genie, it's going to cast basic abilities (passiv

•Note: If you want to abscond from a fight with a miniboss, wait until it turns into the genie form. The cat and the bird ar

Article - Sburb Mental Disorders



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This section of the FAQ is going to look silly for you new players. I propose that you skip it. I mean, just look at how ma

This section will be a lot more relevant for you people who got the short end of the stick with the Ultimate Reward. Infir

And then you will have one of those sessions.

It will start with everything being chill. Totally chill. There's only a few things here and there that looks odd but, hey, thir

Then you’ll read this section. You know, because you decided that you don't want that kind of shit to happen again. Yo

So, are we there yet? Have your buddies left you for the corpse party and now you're all alone and sad-sad, you poor l

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Let's start with minor problems, which are game addictions and depressive tendencies. These disorders are not likely t

Sburb Mental Disorder: Phrenic Phever

A state of mental shock caused by thinking too much about prophecies, time travel and weird plot shit. A very harmles

Sburb Mental Disorder: Phantasmagoric Waltz

Addiction to the Dream World. Named after that one song that plays forever in the Royal Ballroom, where you will ofte

Sburb Mental Disorder: Post-Denizen Depression

Exactly what it says on the tin; Post-Denizen Depression (PDD) is when a Player grieves infinitely after the Slaying Of

Sburb Mental Disorder: Pumpkin Cravings

Madness triggered by the spatial instability of pumpkin-objects. If one of your Player seems to obsess over pumpkins,

Sburb Mental Disorder: Clockwork Sorrow

A state of resignation where Players give up in the face of a negative prophecy, believing that they can never defeat th

Sburb Mental Disorder: Walk-Stab-Walk

Addiction to strifing. Harmless, technically, but very heavy on team relationships because of unnecessary cruelty to un

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Alright, let's shove aside the small addictions. Let's take a look at Sburb disorders that want to unleash a diarrhea of g

Sburb Mental Disorder: Aggrievance

Also known as "I have enough of this stupid game just leave me alone". Maybe with a touch of "Why don't you just go

The good ol' Player Killer (PK)

A step-up to all disorders seen so far, and others mental problems, and well, we might as well just save time and call it

Personal note: I don’t want anybody to get excited at the idea of a PK scenario because they think that a player fight

Sburb Mental Disorder: MeGaLoVania

MeGaLoVania is the most common of the serious mental disorders in Sburb. Players afflicted with MeGaLoVania bec

In short, these guys forgot the point of the game.

Treatment: there is very little that can be done with people suffering from MeGaLoVania. All you can do it try to dump

Sburb Mental Disorder: Umbral Ultimatum

A more advanced case of MeGaLoVania, this mental disorder is characterized by a pathological drive to keep making

(???) Disorder: Apocryphal Antithesis

A serious dreamself disorder that is akin to a personality split. The Apocryphal Antithesis is technically a dreamself gli

Let's go over the premise in more details. Yet, it is possible for Sburb players to be missing a stat. Not having a stat n

Treatment: This is a good deal more complicated than other disorders because it ISN'T fixed by psychological buffs.

Finally, remember that the AA is a dreamself. It has boons and weaknesses. Most importantly, it cannot rest without a

Sburb Mental Disorder: Questant’s Lament

Arguably the single worst Sburb Mental Disorder, the Questant’s Lament is when a Player becomes disillusioned with

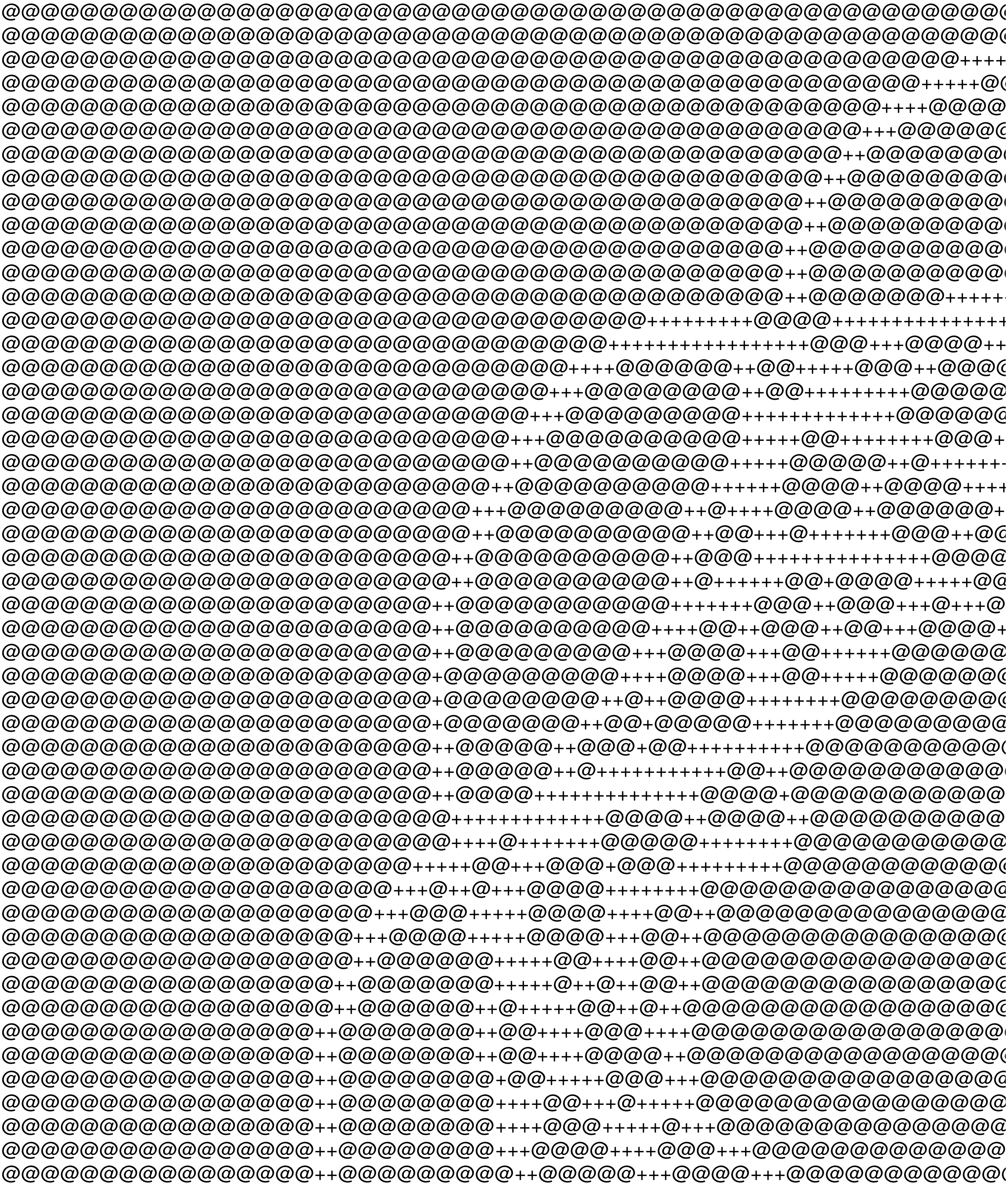
Afflicted Players often claim that the Queen is issuing the orders and asked them to help "free her" from the game. I s

No amount of psychological buffs has ever turned around a Questant's madness. The only thing Questants will ever c

Prevention: If you suspect a Questant situation is about to bloom, you have one last chance to nix it in the bud. Strike

Personal note: Contrary to popular belief, the Black Queen is not more likely to become the object of veneration of a

Article - Advanced Game Theory



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I decided to start the article section with the very delicate subject of Game Theory and I hope to all hell that you have t

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First, let's discuss the meaning of Sburb. I'm mostly going to use the Clockwork Reversal theory and drift into the postr

So let's start with Clockwork Reversal's postulate that Sburb recycles dead universes. And for this, we have to start tal

How does a doomed timeline works? Simple, it blatantly cheats with Prophetic Probabilities to induce "rock falls, every

You know, like Sburb.

So we’re going to dip into postmodernist sburban cosmogony (PSC) here. It all starts with a single question: What if th

The answer from PSC is that Ectobiology is necessary because Players need to un-link their birth from their previous w

In other words, the apocalypse when you install the game is the self-depopulation mechanism of a doomed timeline. S

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The theory we just went over just has one big question left: what the heck is a pre-Sburb world?

We’re not sure. It all boils down to Sburb’s pre-installation. Pre-installation refers to the fact that Sburb is already prese

We think it stems from some kind of partial "rewrite". It takes a doomed world and changes a few things here and there



What the hell is this shit? It's obviously an image manipulation – the graphics are all wrong. But is it supposed to depic

The second piece of evidence to pre-installation is the Debug NPC. In theory, sburb-enabling the world would rewrite t

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Here we are. The last big reveal that you're waiting for. Why are people playing this game several times. Well here co

The final reward doesn't work.

There are two things you are supposed to be able to do at the end of the game. You can grab the final reward, sure, o

I guess all of this is just supposed to be a gimmick feature to add some replayability? I think it was slap-dashed compl

The problem is that this is all we have. When we get to the Credit Screen, it bugs out. Luckily, Replay Games are insta

But it’s not what we signed up for.

The worst part is that the Others (those that aren’t a dick) sometimes hint that there are different versions of Sburb. So

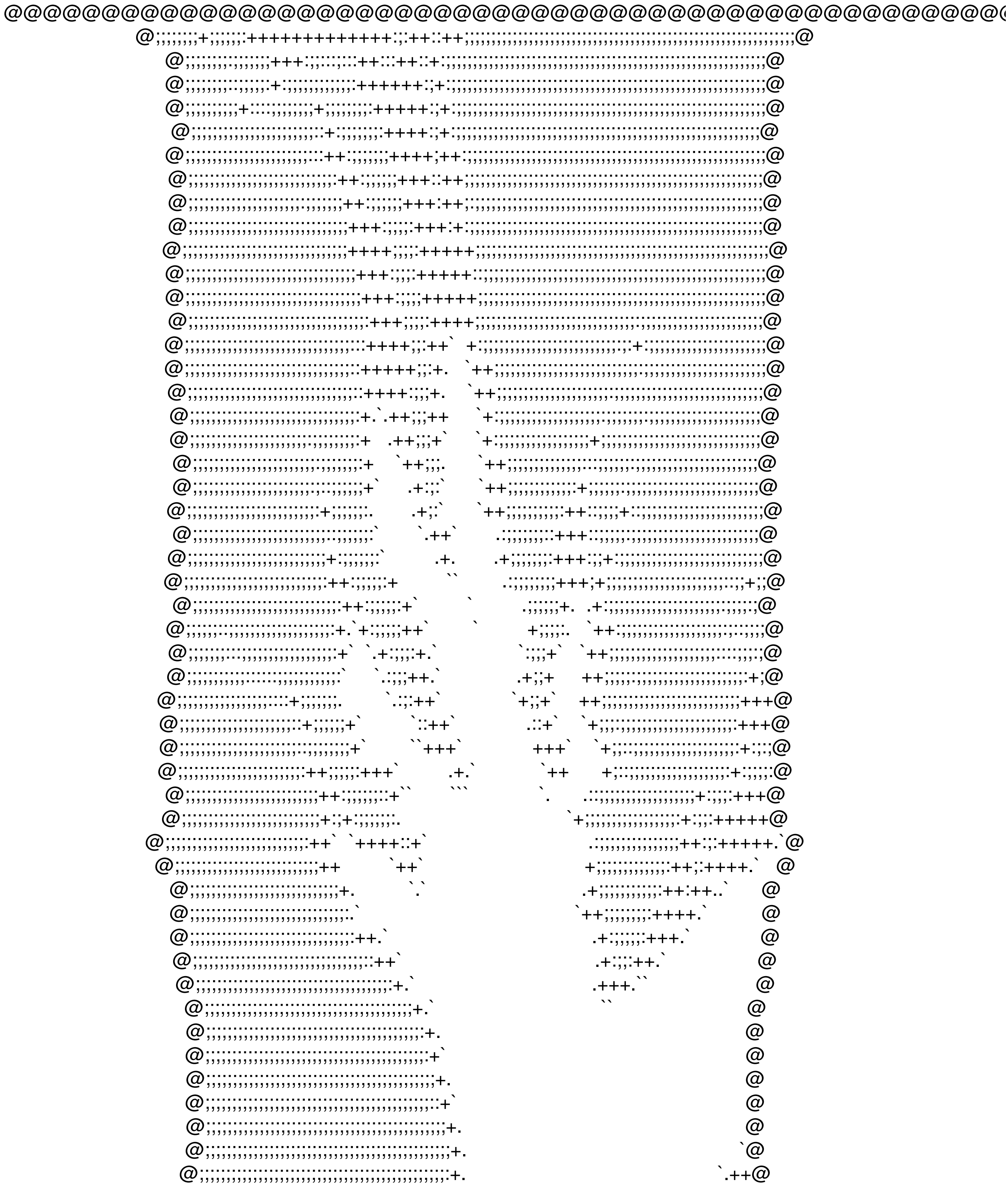
The bottom line is, if you are reading these lines, then maybe, I don’t know, maybe your session is going to turn out fin

But just for the records, if your game turns out fine and you do get your Ultimate Reward then I hate your guts.

Introduction to Mythological Roles

Chapter Summary

(Future-GGTG note: I was unhappy with the overall quality of this chapter so I revamped it in light of future Title chapters.)



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I have the sneaking suspicion that many people are going to skip everything in this FAQ and read this chapter first. If tl

Many theories have been formulated through the history of Sburb’s FAQ community to explain the nature of Mythologi

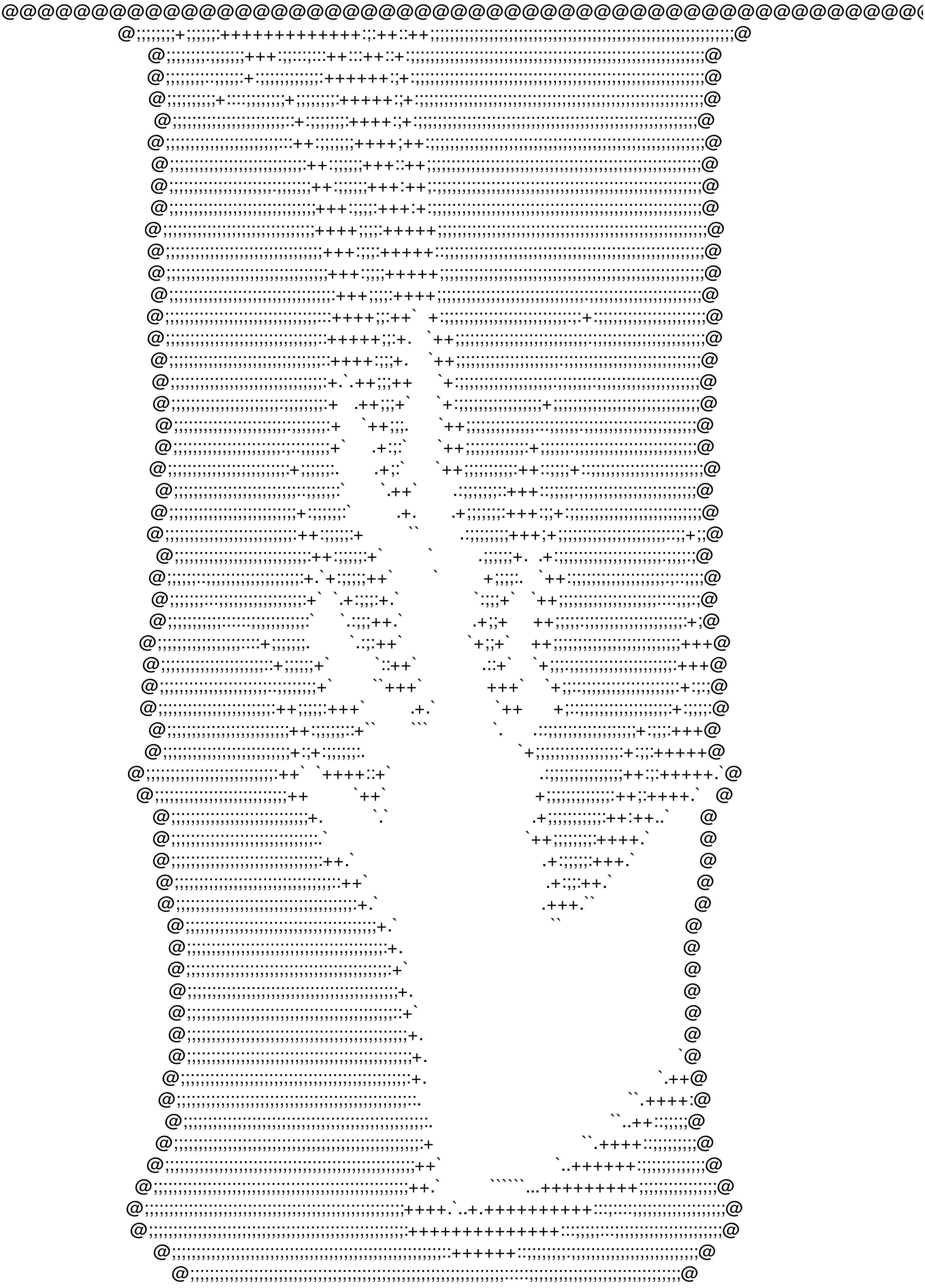
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Imagine that your session is the rehearsal of a play. This play has a blank plot that Players must make up on the spot l

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....OFFLINE..

Article - List of Aspects



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First of all, let me just say that Aspects in Sburb are unintuitive as all hell. If you try to derive what an Aspect does just

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            @@                        @@
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       @@ Keywords: Creating life, solidity or invulnerability, social cohesion     @@
            @@                        @@
       @@ Element : Some kind of red pulse that goes inside stuff      @@
            @@                        @@
            @@ Offense : •             @@
           @@ Defense : •••••           @@
           @@ Support : •••             @@
            @@                        @@
         @@ Whisperings : The Pulse               @@
            @@                        @@
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            @@                        @@
            @@                        @@
        @@ Keywords: Destruction, impulsivity, wildness          @@
            @@                        @@
          @@ Element : Wind                        @@
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@@ Offense : •••••
@@ Defense : •••
@@ Support : •
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@@ Whisperings : The Breeze @@
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@@ VOID @@
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@@ Keywords: Nothingness, obfuscation of substance, nullifying @@
@@ @@
@@ Element : None, it just erase things. @@
@@ @@
@@ Offense : •• @@
@@ Defense : ••• @@
@@ Support : •••• @@
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@@ Whisperings : The Null (it does absolutely fucking nothing) @@
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@@ MIST @@
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@@ Keywords: Substantiation, replication, being many things at the same time @@
@@ @@
@@ Element : Some kind of fog or smoke that copies things @@
@@ @@
@@ Offense : •• @@
@@ Defense : •••• @@
@@ Support : ••• @@
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@@ Whisperings : The Haze @@
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@@ HEART @@
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@@ Keywords: The inner nature of things, their identities or "soul" @@
@@ @@
@@ Element : The heart-thing (oh god I hate the heart thing) @@
@@ @@
@@ Offense : ••• @@
@@ Defense : •• @@
@@ Support : •••• @@
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@@ Whisperings : The Soul @@
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@@ RAGE @@
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@@ Rage @@
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@@ Keywords: Warping the outward shape of things by nullifying their identity, @@
@@ forcing things to comply against their nature @@
@@ @@
@@ Element : Yelling @@
@@ Offense : • @@
@@ Defense : ••• @@
@@ Support : ••••• @@
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@@ Whisperings : The Wrath @@
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@@ FLOW @@
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@@ Keywords: Increasing intensity, accelerating the rhythm of things @@
@@ @@
@@ Element : Fire @@
@@ @@
@@ Offense : ••• @@
@@ Defense : ••• @@
@@ Support : ••• @@
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@@ Whisperings : The Groove @@
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@@ RHYME @@
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@@ Keywords: Fanning the intensity of things, cooling down, decrudescence @@
@@ @@
@@ Element : Ice @@
@@ @@
@@ Offense : ••• @@
@@ Defense : ••• @@
@@ Support : ••• @@
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@@ Whisperings : The Shade @@
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@@ MIGHT @@
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@@ Keywords: Fluidity of kinetic energy, strength, meeting challenges @@
@@ @@
@@ Element : Water @@
@@ @@
@@ Offense : •• @@
@@ Defense : ••••• @@
@@ Support : • @@
@@ @@
@@ Whisperings : The Wave @@

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@@ Keyword : Fragmentation, weakness, evasiveness of rules @@

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@@ Element : Cutting kinetic force, shredding, earthquakes @@

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@@ Offense : •••• @@

@@ Defense : • @@

@@ Support : ••• @@

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@@ Whisperings : The Break @@

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@@ DOOM @@

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@@ Keywords: Long term negative consequences, decay, condemnation @@

@@ @@

@@ Element : Poison @@

@@ @@

@@ Offense : •••• @@

@@ Defense : • @@

@@ Support : •••• @@

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@@ Whisperings : The Blight @@

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@@ LIFE @@
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@@ Keywords: long term positive effects, nurture and growth, restoration @@
@@ @@
@@ Element : Earth @@
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@@ Offense : •• @@
@@ Defense : •••• @@
@@ Support : ••• @@
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@@ Whisperings : The Growth @@
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@@ DREAM @@
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@@ Dream @@
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@@ Keywords: Ordered creativity, systemization, focus @@
@@ @@
@@ Element : Transparent dream constructs (glass?) @@
@@ @@
@@ Offense : ••• @@
@@ Defense : ••• @@
@@ Support : ••• @@
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@@ Whisperings : The Grid @@
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@@ RAIN @@
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@@ Keywords: Boundless creativity, freedom, dementia @@
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@@ Element : "Headaches" @@
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@@ Offense : •••• @@
@@ Defense : •••• @@
@@ Support : • @@
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@@ Whisperings : The Voices @@
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@@ LIGHT @@
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@@ Keywords: Probabilistic manipulation, favorising, good luck @@
@@ @@
@@ Elemental : Light @@
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@@ Offense : • @@
@@ Defense : ••• @@
@@ Support : ••••• @@
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@@ Whisperings : The Shine @@
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@@ LAW @@
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@@ Keywords: Restrictions, specialization, decisions, negative odds @@
@@ @@
@@ Element : Chains @@
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@@ Offense : •• @@
@@ Defense : ••• @@
@@ Support : •••• @@
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@@ Whisperings : The Word @@
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           @@                      @@
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      @@ Keywords: Logical deduction, pathways, possibilities, alternatives     @@
           @@                      @@
         @@ Element : electricity            @@
           @@                      @@
          @@ Offense : ••                   @@
          @@ Defense : •••                  @@
          @@ Support : ••••                 @@
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         @@ Whisperings : The Path            @@
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          @@          FATE          @@
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           @@                      @@
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      @@ Keywords: Directions, instinct, navigation, everything falling into places  @@
           @@                      @@
         @@ Element : Vectors arrows             @@
           @@                      @@
          @@ Offense : •••                  @@
          @@ Defense : ••                   @@
          @@ Support : ••••                 @@
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         @@ Whisperings : The Faith           @@
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@@ Keywords: Time manipulation and understanding, temporal stability @@
@@ @@
@@ Element : Clocks @@
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@@ Offense : •• @@
@@ Defense : •• @@
@@ Support : ••••• @@
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@@ Whisperings : The Beat @@
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@@ SPACE @@
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@@ Keywords: Movement and speed, the spatial axis, mass and size @@
@@ @@
@@ Element : Portals @@
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@@ Offense : •• @@
@@ Defense : •• @@
@@ Support : ••••• @@
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@@ Whisperings : The World @@
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@@ HOPE @@
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@@ Keywords: Rejection, denial of outcomes, pushing against all odds @@
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@@ Element : Gravity @@
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@@ Offense : ••• @@
@@ Defense : ••• @@

@@ Support : •••   @@
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@@ Whisperings : The Strife   @@
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@@   STARS   @@
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@@ Keywords: Attraction, allurement, acceptance   @@
@@   @@
@@ Element : Gravity   @@
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@@ Offense : •••   @@
@@ Defense : •••   @@
@@ Support : •••   @@
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@@ Whisperings : The Drift   @@
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First of all, it is important to note all Sburb FAQs use different terms when talking about Aspects. For example, rambur

Other Players will sometime follow the nomenclature of surreptitiousCartographer's Ability FAQ. This system uses term

Since I intended to direct my guide toward new players, I decided to use my own terms. I based them on words that ar

The aspect keywords

This basic information found in the infobox is just a bunch of words or statements to describe the concept that an Aspe

The Element

This is the physical manifestation that an Aspect assumes when it needs to take a form. Every Aspect in Sburb manife

Some Aspects strongly depend on their elemental form, and some others don't. The Aspect of Breath involves a lot of

It's important to note that most abilities that don't involve elemental properties have no animation. They only have an ir

The stats

Aspects in Sburb have different strengths. That means, they react with different degree of optimization depending on tl

The point is, the aspect of Light is not "wired" for direct offense. That doesn't mean that it can't be used for combat pur

For the purpose of helping readers understand how to use Aspects the right way, I used a point system spread in three

OFFENSE

The [offense] stat refers to how readily an Aspect is willing to be manifested as its elemental shape. All direct offensive

Take note that not all actions or abilities involving an elemental property is automatically combat. Yet it will still refer to

DEFENSE

The [defense] stat refers to imbuing something with an Aspect. Something that is imbued will gain intrinsic qualities rel

SUPPORT

The [support] stat refers to long-range manipulation. It can be information gathering, teleportation, time travel, remote-

For example the Aspect of Rage deals with manipulating things against their will. A Mage of Rage can order something

Things like that are why Aspects are stupidly complicated until you read a few FAQs on the subject.

The Whisperings

All Aspects have a kind of omnipresent spirit with a different name. It is called the "Whisperings" because it's stuff that

•Note: Players often take the habit of referring to their Whisperings as if it was a form of providence. A player could be

•Note: There are hotspots on Player Lands where Players are more in touch with their Whisperings. These are called S

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Don't mind me, just covering for past-me because he missed one million billion stuff. But who am I to criticize him, I jus

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@@ SELF @@
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@@ Keywords: Certainty, ill humour, freebies @@
@@ @@
@@ Elemental manifestation: Mental Imagery @@
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@@ Offense : • @@
@@ Defense : ••••• @@

@@ Support : ••• @@
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@@ Whisperings : The Center @@
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@@ SOUND @@
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@@ Keywords: Noise, echolocation, isolation @@
@@ @@
@@ Elemental manifestation: Static, white noise @@
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@@ Offense : ••• @@
@@ Defense : •••• @@
@@ Support : •• @@
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@@ Whisperings : The Orchestra @@
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@@ JOY @@
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@@ Keywords: Laugher, fear, redemption @@
@@ @@
@@ Elemental manifestation: Lillies and other flowers @@
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@@ Offense : •• @@
@@ Defense : •• @@
@@ Support : ••••• @@
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@@ Whisperings : The Laughtrack @@
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@@ FLESH @@
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@@ Keywords: Zombies, golems, false life, bodies, loyalty @@
@@ @@
@@ Elemental manifestation: Double helix DNA strand @@
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@@ Offense : ••• @@
@@ Defense : •• @@
@@ Support : •••• @@
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@@ Whisperings : The Pulse @@
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@@ SIGHT @@
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@@ Keywords: Illusion, synesthesia, long-distance @@
@@ @@
@@ Elemental manifestation: Prismatic colours, rainbows @@
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@@ Offense : ••••• @@
@@ Defense : • @@
@@ Support : ••• @@
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@@ Whisperings : The Outline @@
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@@ STAGE @@
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@@ Keywords: Constants, rules, enforcement, stability @@
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@@ Elemental manifestation: Colorful curtains @@
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@@ Offense : • @@
@@ Defense : ••••• @@
@@ Support : ••• @@
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@@ Whisperings : The Audience @@
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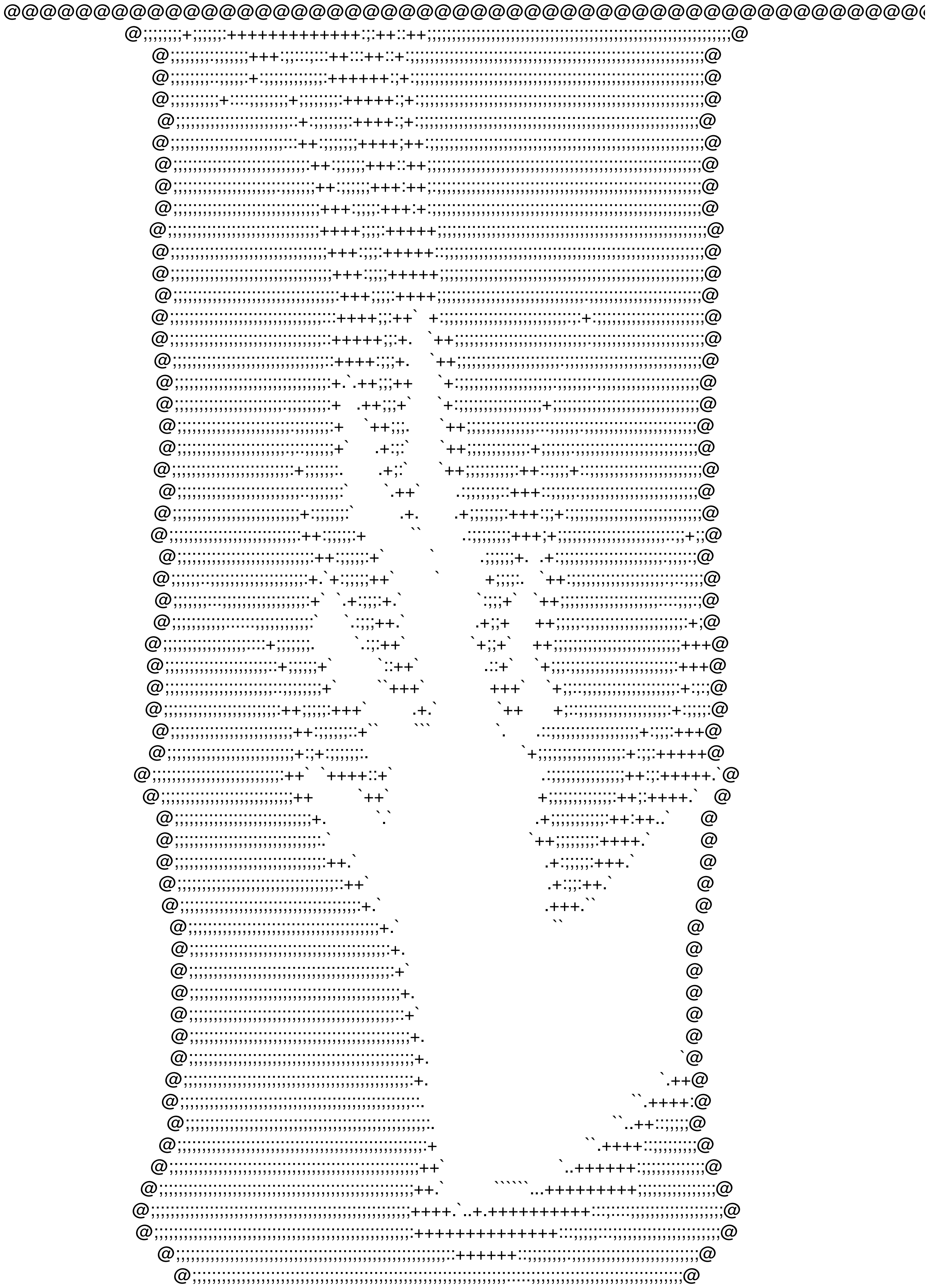
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@@ PLOY @@
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@@ Keywords: Variables, mirrors, opposition and conflict @@
@@ @@
@@ Elemental manifestation: Silvery glowing words on black tapess @@
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@@ Offense : ••• @@
@@ Defense : ••••• @@
@@ Support : • @@
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@@ Whisperings : The Reflection @@
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@@ COINS @@
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@@ Keywords: Self-control, positive/negative relationships, creation of matter @@
@@ @@
@@ Elemental manifestation: Golden stars, flowing around @@
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@@ Offense : • @@
@@ Defense : ••• @@
@@ Support : ••••• @@
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@@ Whisperings : The Fair @@
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@@ FLUX @@
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@@ Keywords: Meta, narration, plot relevance, potential, evolution @@
@@ @@
@@ Elemental manifestation: "Metaphlogiston" basically some stuff that flows @@
@@ and gathers around those with more potential to @@
@@ Offense : • modify the status quo. @@
@@ Defense : •••• @@
@@ Support : •••• @@
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@@ Whisperings : The Story @@
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Article - Paired Aspects



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Aspects are organized in eleven pairs that stand on opposite ends of a conceptual spectrum. For this reason, Players

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           @@                    @@
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      @@        Blood <————————> Breath        @@
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           @@                    @@
           @@                    @@
     @@ The contrast here is reinforcement versus destruction. Both the Aspects of  @@
     @@ Breath and Blood are both externalized as windy filaments. Breath’s effect  @@
        @@ is to rend, while Blood infuses with life.                  @@
           @@                    @@
           @@                    @@
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           @@                    @@
           @@                    @@
      @@        Mind <————————> Fate        @@
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           @@                    @@
           @@                    @@
     @@ The Aspect of Mind deals with logic while the Aspect of Fate deals with     @@
     @@ instinct. If you feed a decision to the Aspect of Mind, you will know what  @@
      @@ is the final outcome of that decision. If you feed a final outcome to     @@
     @@ the Aspect of Fate, you will know which decisions will take you there.     @@
           @@                    @@
           @@                    @@
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            @@                        @@
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      @@             Life <—————> Doom              @@
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            @@                        @@
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   @@ The opposition of concepts here is relatively simple. It's decay versus     @@
  @@ growth. Or rather, control over decay versus the control over growth, which @@
  @@ turns out to be the same thing. Removing nurture will poison something's    @@
  @@ existence and controlling Doom can allow things to prosper against poison.  @@
            @@                        @@
  @@ Hence, both of these concepts have a fairly strong grasp over death. Both   @@
   @@ the Players of Life and Doom have a tendency to not stay dead. It is a      @@
  @@ useful gimmick to have in Sburb, where dying is everybody's favorite hobby. @@
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            @@                        @@
            @@                        @@
      @@             Void <—————> Mist              @@
            @@                        @@
            @@                        @@
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            @@                        @@
            @@                        @@
 @@ The relationship between Void and Mist shouldn't be a mystery by now since  @@
   @@ I name them so often in bug warnings. Well, their similarities ends there.  @@
  @@ As concepts, they are in a state of existential disagreements. The Aspect   @@
   @@ of Void nullifies while the aspect of Mist copies and substantiate. Both    @@
   @@ the players of Void and Mist are a never ending source of rage for the      @@
  @@ designated session leader. The favorite hobby of Void is to be MIA while    @@
    @@ the player of Mist can be shapeshifted as anybody else.                 @@
            @@                        @@
            @@                        @@
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            @@                        @@
            @@                        @@
      @@             Heart <—————> Rage             @@
            @@                        @@
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@@ @@
@@ @@
@@ Both the Aspects of Heart and Rage deal with changing the nature of things. @@
@@ Heart changes things from the inside while Rage changes things from the @@
@@ outside. @@
@@ @@
@@ Let’s say that you have a hamster in a plastic ball. It’s going in one @@
@@ direction. You want it to go in the other direction. Heart will make the @@
@@ hamster change direction on its own, Rage will make the ball itself roll in @@
@@ the other direction. Either way, it’s the same for the hamster. The little @@
@@ dude is just going to roll with it. @@
@@ @@
@@ In terms of abilities, Heart and Rage are specific cases. Rage yells at @@
@@ things until they comply. There’s nothing that Rage cannot fix by yelling @@
@@ hard enough at it. Heart, on the other hand, is more subtle. Its support @@
@@ abilities are less loud and its offensive ability, the heart-thing, is @@
@@ creepy if you ask me. @@
@@ @@
@@ @@
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@@@
@@ @@
@@ @@
@@ Rhyme <——————> Flow @@
@@ @@
@@ @@
@@@
@@@
@@ @@
@@ @@
@@ These two go together better than any other paired Aspects. Flow means the @@
@@ output of energy, heat, increasing intensity and tipping the scales. Rhyme @@
@@ means stillness, coldness putting everything on the same level. @@
@@ @@
@@ @@
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@@ @@
@@ Might <——————> Sand @@
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@@ @@
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@@ @@
@@ @@
@@ Most people misunderstand the meaning of Might. Strength is when things @@
@@ aggregate and flow together as one. Sand, on the other hand, stands for @@
@@ weankness. Weakness is when things are shattered to their smallest @@
@@ components. Given a challenge between two force, Might increases the @@
@@ weaker side and Sand decreases the stronger side. They have an honor and @@

@@ cheating thematic because of this. Might answers a challenge in kind and @@
@@ Sand will cheat around the challenge. @@
@@ @@
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@@ @@
@@ Dream <——————> Rain @@
@@ @@
@@ @@
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@@@
@@ @@
@@ @@
@@ I know that you usually associate dreaming with being unfocused. As in the @@
@@ word "daydreaming". However, in Sburb's lore, the concept of Dream refers @@
@@ to infinite creative potential running through a complex system. Dream @@
@@ stands for order. Rain, on the other hand, is the Aspect of Madness. Rain @@
@@ really is something fierce. And don't get me started on the accursed @@
@@ dupliclones. @@
@@ @@
@@ @@
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@@@
@@@
@@ @@
@@ @@
@@ Light <——————> Law @@
@@ @@
@@ @@
@@@
@@@
@@ @@
@@ @@
@@ Both of these aspects deal with probabilistic manipulation. Some people @@
@@ explain them as good karma and bad karma but I prefer to just sum it up in @@
@@ terms of good luck and bad luck. They just manipulate it with different @@
@@ approaches. @@
@@ @@
@@ Light "illuminates" a path so that it has an increased propensity to @@
@@ happen like you want it to be: favorable. Law draft RESTRICTIONS so that if @@
@@ you walk a path, it will be blocked by unfavorable conditions. The effects @@
@@ Light are called Blessings and the effects of Law are called Sentences. @@
@@ @@
@@ They can both achieve the same thing if they formulate the conditions @@
@@ inversely. The Player of Light can favor that a Player lives while the @@
@@ Player of Law forbids that a Player dies. @@
@@ @@
@@ They both support abilities that have their quirkiness. Light bends light @@
@@ in a favorable manner and it has that fancy X-ray vision. Law bends light @@
@@ in an unfavorable manner and it has a thing for blindness. @@

@@ @@
@@ @@
@@
@@

@@
@@
@@ @@
@@ @@
@@ Time <—————> Space @@
@@ @@
@@ @@
@@
@@
@@ @@
@@ @@
@@ Yawn. Nothing to see here. Ever I can tell why they are opposite concepts. @@
@@ There is just one special rule here, which is that unlike other Aspects, @@
@@ these two cannot be inverted. The Player of Space is not going to do Time @@
@@ Travel any time soon. @@
@@ @@
@@ @@
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@@

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@@
@@ @@
@@ @@
@@ Stars <—————> Hope @@
@@ @@
@@ @@
@@
@@
@@ @@
@@ @@
@@ Stars and Hope, also known as the gravity brothers. They are two basic @@
@@ forces, one of attraction and one of rejection. @@
@@ @@
@@ Hope is the closest ability to pure telekinesis and is quite easy to @@
@@ weaponize. You can use it to slam enemies into walls, or, if your beam of @@
@@ force is trong enough, it goes right through targets. The funny thing is @@
@@ that the Aspect of Hope begets denial and the Players of Hope are usually @@
@@ deluded about the nature of their own power. They'll call it anything but @@
@@ rejection and antigravity. @@
@@ @@
@@ Stars, on the other hand, is more tricky to weaponize. We're looking at @@
@@ Things like making enemies attracted to each other and then rolling 'em @@
@@ up. It never gets old. @@
@@ @@
@@ @@
@@
@@

Aspects: Miscellaneous Stuff

```
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@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@*****************************
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@*   Understanding Aspec
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@*****************************
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
```

The following sections will focus on uncategorized information about Aspects. This pool of information aims to include

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```

In addition to advices, warnings, glitches and tendencies, I am going to make a special mention of a different kind. It is

In Sburb, there are situations where Players channel their Aspect to such a critical level that they have a head full of cr

```
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
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```

In application, there are three ways to deal with a Player who's Aspect is going berserk on you. Essentially, you either

```
*****************************************************************************************************************
               *                       *                         *                         *
               *           +           *                         *                         *
               *          +            *                         *                         *
               *           +           *                         *                         *
              *    +        +           *                         *                         *
              *     +         ++         *                         *                         *
             *    +         +++          *                         *                         *
            *    ++    o    +++           *                         *                         *
            *     ++  /|\  +++           *                         *                         *
           *    +++  /|  +++            *                         *         \O_           *
          *    +++      ++++      \_\    *          \0/0           *        \0__/           *
```

```
       *     +++    +++++++        \     *              |=|              *              /|  \              *
     *    +++++++++++++++       /O\    *              // /\              *              |\               *
           *                        *                       *                       *
*         RUN LIKE HELL         *            HUG             *        DROP KICK TO THE HEAD      *
           *                        *                       *                       *
*****************************************************************************************************************
```

The safest approach is generally to run like hell. A well-placed hug can save you a world of trouble but it's at your own

Miscellaneous information - Blood

@@(
@@*************
@@* Miscellan
@@*************
@@(

WARNING: They don't want to run

First let me explain how Players of Blood work. They infuse their Aspect into things to bring the Pulse of life. It is auton

In Sburb, there are many things that want to kill you. You are supposed to run away from these things. It's how you sur

This one time, I had a Blood Player that pointed at a Skaian Siege Engine and yelled with a grin "Holy shit let's fight tha

WARNING: Not designated healers

Blood Players are nicknamed secondary healers for a reason. The Pulse is an infusion of additional life. It is not the re

In RPG terms, when Blood Players assist the wounded, they're doing something like increasing maximum hit points. T

If the Player of Blood cuts off the link of this life support ability, the target goes back to dying. Most importantly, Players

WARNING: Animated Stuff

When Players of Blood choose to imbue their aspects into inanimate objects, it instills life into them. Don't be surprised

While we're speaking of shenanigans with talking items, be careful. This one time, it took our group half a session to re

ADVICE: Detective extraordinaire

If you need any investigative work, you might want to call Blood Players on the job. They can directly interrogate the sc

GLITCH: don't liven up your alchemy apparatus

This is an important warning to you Blood Players. Don't use [Awakening] on the mammoth instruments from the Pher

GLITCH: don't infuse your own dreamself

Using any ability on a dreamself will enhance the actual player instead. It's like a conduit. You can abuse this by using

Berserk Trigger

The telltale sign of Players of Blood going crazy with their Aspect is when they are so supercharged with the Pulse tha

•Note: It happens less often but Blood Players can pull out a superpowered version of [Ashes of Logorg] when they go

Miscellaneous information - Breath

@@(
@@@*****************
@@@*   Miscellaneo
@@@*****************
@@(

WARNING: They have one solution to everything

Breath Players are homing missiles. Breath is the element of mass destruction. Whenever something goes wrong, Bre

GLITCH: Do they ever react?

When Breath Players autocast [Eye Of The Storm], they employ the theme of destruction to destroy negative feelings.

GLITCH: Infinite inventory

Breath Players have an ability called [Joker's Wild]. It's supposed to allow them to make stuff fly right into their hand, s

WARNING: Indirect berserking

Even if you think that a Players of Breath is down for the count, the Aspect of Destruction is still lurking around the cor

Berserk trigger

There are no specific warnings that applies to Breath Players themselves. They are dangerous in pretty much everythi

Miscellaneous information - Doom

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@@@*************
@@@* Miscellan
@@@*************
@@

ADVICE: It is everybody's reponsability to update their plot chart

Every Player should produce a plot chart to keep track of the prophecies intertwined in their Sburb playthrough. The D

WARNING: I don't want to use the Z word but it's pretty much what it is

Doom Players have access to the high-level ability [Even In Death]. This is the infamous "Zombie Mode" ability, [Ever

This one time, I had a Doom Player that was a zombie for the entire session and nobody knew. Apparently she had die

ADVICE: say no to killstealing

In general, it is pretty dumb to whine about "killstealing" in Sburb. It is a team game. However, Doom Players have a p

GLITCH: Invisible animations

The animations for the abilities [Ruins Rising], [Hauntjelly], [Hauntjam] and most other poison gas abilities have broken

ADVICE: Don't question their drinking habits

I had a Doom Player that had very strange tastes. I'm not sure if it's a special case or because of Doom's affinity with p

ADVICE: Stop with the corpse party

Alright, this is a message directly for you Doom Bros. You know all that talk about having a "corpse party"? It is a FIGU

Berserk Trigger

[Judgment Day] is your average OP ability that you don't want to go off. You can tell that it's powering up when tombst

Miscellaneous information - Life

@@
@@**************
@@* Miscellan
@@**************
@@

TRIVIA: Less dreamself problems to worry about

The dreamself of Life Players have a tendency to regenerate. That's pretty nifty. They don't have to worry too much ab

GLITCH: be careful with the Landshark

This is a warning for you Life Players that go on the offense with [Litrichean Rioghail]. That's the earth-manipulation ab

TENDENCY: Are you eating your vegetables?

Players that strongly channel the Aspect of Life are going to act like they're your mother. Get used to it. They're going t

You have to understand. I had this happen with a guy that was HUGE. That Life Player was a fricking man-mountain o

ADVICE: Don't mess with the healer

Trust me.

Berserk Trigger

I know that Players of Life have a big offensive Earth spell called [Shai'Hulud] that often goes off with their Berserk Trig

Miscellaneous information - Heart

@@(
@@*************
@@* Miscellan
@@*************
@@(

TENDENCY: These guys have it rough

Heart Players and Rage Players walk a path marked by fragmented identity. Oh don't worry. They aren't going bonker

HUGE WARNING: The Heart Thing

Okay just for the record, this ability creeps me out. Alright, let's just get this over with. The Aspect of Heart deals with i(

So far it seems vanilla right?

That's because you don't know yet how it works offensively. It works on *people*. The signature offense move of Heart F

That sounds rad, right? Holy shit no it isn't. My GOD. It is so DISTURBING to watch them rip out their *heart*. Like serio

I had this Heart Player once, we were in a big fight and suddenly he was like "hey, think of something really happy" ar

Berserk trigger

Heart Players don't really go berserk. When they channel their Aspect too much they usually end up with an identity cr

Miscellaneous information - Void

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@@@********** ***
@@@*   Miscellan
@@@******* *******
@@

GLITCH: the obfuscation of knowledge

Players of Vo d project a field or anti-knowledge t at prevents people from l king down information about their existenc

GLITCH: Missing Stats

The installat on procedure of Void Player is inherently d maged. Most of the time, Void Players have stats that are eras

GLITCH: Missing Symbol

It's i possible to find the sy ol that st nds for Void in Sburb. It's alw ys going to be missing whe it's supp sed to be. This

G I CH: Ability th t ignore tar et defense

The As ect of Void atta ks by er sing the health of target. While it d esn't have a very s ron flum oxie coe fecient, it is e

GL TCH: I d ev n pl to wr te s eing i th s sion

a

GLIT H

Note: God damn it I hate when it does that.

Article - titles and values





In Sburb, Players are tasked to create a story from a blank template. The roles that are assigned to Players are more

However, the importance of Titles goes beyond these petty instances of personal success or failure. The roles given tc

So. Many. Coincidences.

Or maybe we aren't looking at coincidences.

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Sburb has a complex system set in place to ensure that players are edged toward their designated roles. This is callec

In short, the game plays around with probabilities. It plays with two variables: events that absolutely much happen (imp

Hence, Sburb's roleplay system is the bane of your existence. It will make you fail your enterprises in the most arbitrar

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        @@@              @@@              @@@              @@@              @@@
@@@   COMBAT CLASS    @@@  INHERITOR CLASS   @@@   TACTICIAN CLASS  @@@   CRYPTICAL C
        @@@              @@@              @@@              @@@              @@@
 @@@     ==active==     @@@     ==active==     @@@     ==active==     @@@     ==active==     @@@
    @@@       Page        @@@       Ward        @@@       Sage        @@@       Witch       @@@
        @@@              @@@              @@@              @@@              @@@
@@@     ==passive==    @@@     ==passive==    @@@     ==passive==    @@@     ==passive==    @@@
    @@@       Knight      @@@       Heir        @@@       Seer        @@@       Mage        @@@
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        @@@              @@@              @@@              @@@              @@@
@@@  CHAMPION CLASS    @@@  EXPLORATOR CLASS  @@@  PROTECTOR CLASS   @@@  DISPLACE
        @@@              @@@              @@@              @@@              @@@
 @@@     ==active==     @@@     ==active==     @@@     ==active==     @@@     ==active==     @@@
    @@@       Sylph       @@@       Scout       @@@       Dame        @@@       Thief       @@@
        @@@              @@@              @@@              @@@              @@@
@@@     ==passive==    @@@     ==passive==    @@@     ==passive==    @@@     ==passive==    @@@
    @@@       Bane        @@@       Guide       @@@       Guard       @@@       Rogue       @@@
        @@@              @@@              @@@              @@@              @@@
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@@@ @@@ @@@ @@@ @@@
@@@ DESTROYER CLASS @@@ PERFORMER CLASS @@@ CATACLYSM CLASS @@@ CREATI
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@@@ Prince @@@ Clown @@@ Waste @@@ Smith @@@
@@@ @@@ @@@ @@@ @@@
@@@ ==passive== @@@ ==passive== @@@ ==passive== @@@ ==passive== @@@
@@@ Bard @@@ Maid @@@ Grace @@@ Muse @@@
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@@@***********
@@@* Class explana
@@@***********
@@

****
* *
* Combat Class – One who fights *
* *
****

Class explanation: The theme of the Combat Class is victory in combat. That's it, these guys fight. It's a pretty simple r

Class Attribution: The Combat Class is generally assigned to people who don't want to fight, or who will eventually lose

****
* *
* Inheritor Class – One who accepts *
* *
****

Class explanation: The theme of the Inheritor Class is to accept responsibility and assume a greater position. It is calle

Class Attribution: The Inheritance Class is generally attributed to people who don't accept things. Maybe they don't pa

****
* *
* Tactician Class – One who planifies *
* *
****

Class explanation: The theme of the Tactician Class is scrutiny. The role of the Seer and the Sage is to observe, disce

Class Attribution: I'll be blunt. This class is attributed to people who are short-sighed. You know, people who think they

•Note: It's a rule of Sburb that your Tacticians will go on a power trip of always-being-right and they'll *assume* somethir

****
*   *
*   Cryptical Class – One who bewilders   *
*   *
****

Class explanation: The theme of the Cryptical Class is to surprise and complexify. Their role is proceed in inscrutables

Class Attribution: This class is generally attributed to people who feel very different from others, often due to particular

•Note: Your Witch is going to prototype something TERRIBLE that will bring excruciating complexities to the session. I

****
*   *
*   Champion Class – One who strides forward   *
*   *
****

Class explanation: The theme of the Champion Class is to lead by example, to be a paragon of integrity, to embody a

Class Attribution: The Champion Class is generally attributed to people who are not true to their own feelings or princip

•Note: The Bane creates very silly titles. I mean stuff like Bane of Might, Bane of Rage, etc. It's supposed to be interpre

•Note: If you have any PK in your session - *send the Champion after them*. It's part of the reason why I like them.

****
*   *
*   Explorator Class – One who discovers   *
*   *
****

Class explanation: The theme of the Explorator Class is to explore. Fair enough. The Scout runs ahead and warns of c

Class Attribution: this class is often attributed along with the Space aspect, because they both go to people who are se

•Advice: Avoid backtracking. I mean, not just because it's boring. Backtracking is what kills Explorators. Just saying.

****
*   *
*   Protector Class – One who defends   *
*   *
****

Class explanation: The theme of the Protector Class is, of course, protection. The Dame and the Guard are vicious figl

Class Attribution: The Protector Class is generally handled to those who are self-centered. Who cares. Just stick to the

•Note: Avoid any in-fighting between a Combat Class and a Protector Class. These guys are going to fight FOREVER,

****
*   *
*   Displacement Class – One who steals   *
*   *
****

Class explanation: The theme of the displacement class is movement. The Thief and the Rogue cause shifts and exch

Class Attribution: It's hard to explain that one, but it makes sense once you've met a few Thief or Rogue Players. The I

•Note: The Thief is a special title that allows someone to both use an Element and its reverted form. For example a Th

•Note: If you spell it rouge, I am going to eat your eyeballs.

****
*   *
*   Destroyer Class – One who brings to an end   *
*   *
****

Class explanation: The theme of the Destroyer Class is to bring closure. You know how the Prince appears at the end

Class Attribution: The Destroyer Class is generally handed to people who just don't know how to end things and who v

****
*   *
*   Performer Class – One who fulfills   *

*   *
****

Class explanation: The theme of the Performer class is activity. The maid's job is to oil the mechanisms of the session

Class Attribution: The Performer Class is attributed to people who don't get involved. People who are shy, hesitants, o

•Note: The trio of Enhancer Classes consists of the Performer Class, the Inheritor Class and the Cataclysm Class.

•Note: The Clown Title is broken. Sburb does *not* give that Title to anybody. It is completely skipped during the title g

****
*   *
*   Creative Class – One who creates   *
*   *
****

Class explanation: The theme of the Creative Class is to expand upon the story. It stands in direct opposition to the De

Class Attribution: This class is attributed to people who have a tendency to be destructive in nature, toward themselve

•Note: I like the Muse's god tier outfit.

****
*   *
*   Cataclyms Class – One who ignites   *
*   *
****

Class explanation: Well I'll be honest- this Class could be renamed the DISASTER CLASS. Technically the role of this

Class Attribution: The "Disaster" Class is generally handed over to people who don't like to draw attention to themselve

•Note: The Waste title creates the most powerful abilities in the game. You'd be surprised at the kind of stuff that can b

•Note: Sburb's Title Generation never gives the roles [Waste of Time] and [Waste of Space]. The game puts up that re

@@@
@@******
@@*   An
@@******
@@@

Titles	Spectrum	Archetype	Gender	
Page	+	WARRIOR	MALE	
Knight	-	WARRIOR	UNISEX?	(gender bug?)
Ward	+	CASTER	UNISEX	
Heir	-	CASTER	MALE	
Sage	+	SUPPORT	MALE	
Seer	-	SUPPORT	FEMALE	
Witch	+	CASTER	FEMALE	
Mage	-	CASTER	MALE	
Sylph	++	WARRIOR	FEMALE	
Bane	--	WARRIOR	UNISEX	
Scout	++	SUPPORT	UNISEX	
Guide	??	SUPPORT	UNISEX	(spectrum varies between gam
Dame	++	WARRIOR	FEMALE	
Guard	--	WARRIOR	MALE	
Thief	++	SUPPORT	UNISEX	
Rogue	--	SUPPORT	UNISEX	
Prince	+++	WARRIOR	MALE	
Bard	---	WARRIOR	UNISEX	
Waste	+++	CASTER	UNISEX	
Grace	---	CASTER	FEMALE	
Clown	+++	???	????	(broken)
Maid	---	SUPPORT	FEMALE	
Smith	+++	CASTER	MALE	
Muse	---	CASTER	FEMALE	

Spectrum: This is an important Roleplay factor. The +/- will be discussed in further details in following chapters. The nu

Archetype: The Title Archetype is a mostly unused value. It decides the kind of extra stats that a Player will learn when

Gender: The extra bits attached to Players. Apparently Sburb cares? On the other hand, I'm not sure if it's a bug, but I'

@@
@@@*
@@@*
@@@*
@@

[DELETED]

I've had enough of receiving angry messages about how my statistics are *wrong* for implying that XX people or XY peo

•Note: Shit, even FUTURE ME agrees that I should have done this a long time ago.

••Note: That's the joke. Insulting the past you of current you insults current you for being past me of current me.

•••Note: Oh please not another note war. We agreed against that.

••••Note: IN THE FUTURE.

@@
@@@****************
@@@* And still mo
@@@****************
@@

....OFFLINE..

@@
@@@***********
@@@* Explana
@@@***********
@@

Exile Synchronization Value: This parameter is something very important. You will need it for the majority of your equa

Carbon Nadsat: This long string of value decides what your God Tier Hoodie looks like. The last number of this value is

Ante Matter: I think this was a planned feature to resist corruption. Didn't seem to work and wasn't taken out completel

Nightmare Rating: This scary-sounding parameter is only used for Derse Dreamers. Prospitians can pretty much forge

Enlightenment: You'll need this if you really want to mathematically prove which abilities you're going to learn on your r

Skaian Skuffle: A weird value that is supposed to decides how suspicious you are on the Skaian Battlefield. It's very bu

Title Plasticity: A value mostly used during game operations that involve Vagabouncy. Ignore it unless you have the Sc

Chartreuse Rewind: This is something that you need in order to compute your Prophetic Malleability ID. Your Doom Pl

Midnight Calliope: It's set at zero for every title except for the Clown where it has a value of 255. What does it mean? M

Center of Brilliance: Some specific coordinate that matters only to Heart Player. Not terribly important.

Gardener: Seriously why is there an hidden value for gardening? And why is it like, ten times biggers on Witches? Wha

Miscellaneous information - Space

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WARNING: high-cost abilities

The Aspect of Space looks overpowered on paper, sure, but many of its useful abilities suffer from a high cost in Pluck

Returning to the matter at hand: Space abilities have a lot of cooldowns. Even the best Space Players need between 1

ADVICE: Don't be too shy to grab hands with your Space Player

The Space Player is mostly going to work with portals (these smaller versions of Sburb Gates). It's short distance, it's s

Hence, one of the basic drill of teamfighting in Sburb is that when a Space Player offers you a hand – you immediately

ADVICE: How instant-kill abilities work

Space Players have access to the earliest instant-kill ability in the game, [Off With His Head]. They are often mistaken

In Sburb, instant-kill abilities do an above-average amount of damage. However when this projected damage isn't enou

While we're on the subject: when you use [Off With His Head], you don't have to teleport the *stuff* into your hand. Anyw

GLITCH: Don't put a portal inside a portal

Misusing portals has a good chance to create something similar to Broken Gates. Don't mess with that stuff. I mean, th

TENDENCY: Hey where are you right now?

I once had a Space Player that had a habit of asking everybody their location and where they were heading. Then he u

And my model frickin' sucked.

It wasn't wielding the right specibus, the accessories were wrong, the proportions were all wonky and the label misspe

GLITCH: It does nothing

The ability [Space Rave] does absolutely nothing except making people want to punch you.

Berserk trigger

Space Players generally lapses into a special mode called [Space Prankster] when they go berserk. That's when you c

If you're less lucky, a berserk Space Player may begin casting [Atomic Bonsai]. This ability messes up with matter on t

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Miscellaneous information - Rain

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WARNING: Oh, those Rain guys

Let's not beat around the bush: Rain is the aspect of freedom and dementia. It does weird things. The nature of this as

ADVICE: Don't touch the multicolor stuff

Always remember that Sburb doesn't turn off friendly fire. The elemental manifestation of Rain is pretty nasty. It's some

WARNING: Battle tendencies

Alright, the first thing you'll notice is that Rain Players laugh while fighting. They laugh a lot. At first they just smile with

It's a bit unsettling at first.

No, it is not a Sburb Mental Disorder. It's a result of one of their basic ability, [Lifdoff]. The more that Rain Players keep

Note: This ability can be used as a buff on others. There's even a multi-target version of this ability called [Hardchorale

WARNING: The weirdest support

Who knew that madness was so useful? You can run madly, you can fight madly, you can be madly in love. As long as

TRIVIA: Dupliclones

Self-duplicating, or [Tangled Waltz], is a signature ability of Rain Players. The number of clones can vary a lot. It's hard

This unusual number of Rain Players is another part of the Rain aspect being the counterpart to Dream. Dream deals

WARNING: Dupliclones can be so dumb

Incoming *Rain Player story*. I once had a session with a Knight of Rain that really knew how to put [Lifdoff] to good use

TRIVIA: An interesting gift

Players of Rain are naturally fluent in Broodfester Tongues. They understand madness and they sure know how to spe

GLITCH: Rainbow is not a color

It's a small dialog glitch. If you ask any game constructs to tell you the thematic color of Rain, they'll say a scrambled w

Berserk Trigger

When the Player of Rain casts [Requiem of Sunshine and Rainbows], it is a serious get-the-hell-out-of-there situation.

Note: If a Rain Player goes a bit too much out of control through [Lifdoff], treat it as a berserk trigger. Drop-kick-to-the-

Miscellaneous information - Flow*

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GLITCH: sick burns

For some reason, the game will sometimes identify dead players as if they are Flow Players. I hope they get to lay dov

GLITCH: What's with the shitty rap?

Both the Flow Player and Rhyme Player have a bugged stat. They can increases the potency of their abilities with thei

TRIVIA: The most hellaceous biznasty of support

The first thing that you'll notice around Flow Players is that there is an overabundance of abilities going off. They're jus

Flow Players can spam it on themselves too, and believe me, they aren't shy about it. Good Flow Players can alternate

WARNING: Fire, fire everywhere

You know what they all say, mess with the Flow and you get burned. Better alchemize fire-resistant clothing if you tear

WARNING: what were we doing again?

It's easy to get lost in the groove while you're frolicking with Flow Players. If one of these guys happen to be your leade

TENDENCY: We just killed these monsters, don't summon more!

There are a few abilities in the game that manipulate monster spawning rate; Flow Players have access to one called [

ADVICE: Heart of the team

If you're a new Flow Player and you wonder what your aspect is all about, here's a piece of advice: the role of the Flow

Berserk Trigger

When Players of Flow are rocking the berserk trigger, they generally burst out the endgame ability [Pyrocumulus]. Tha

FAQ part-10: The Underworld part-1

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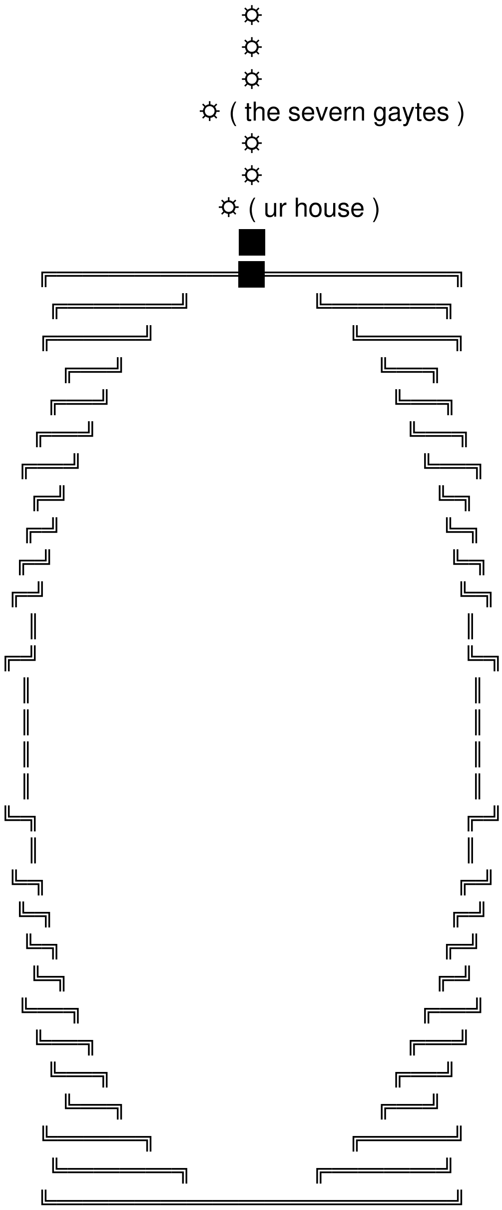
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This FAQ segment will cover basic information about the Underworld. That's a word that you probably saw tossed arou

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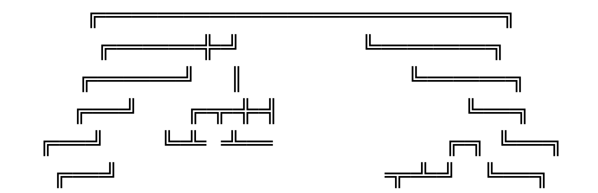
[QUESTION] What is the Underworld? Tell me and be smug about it.

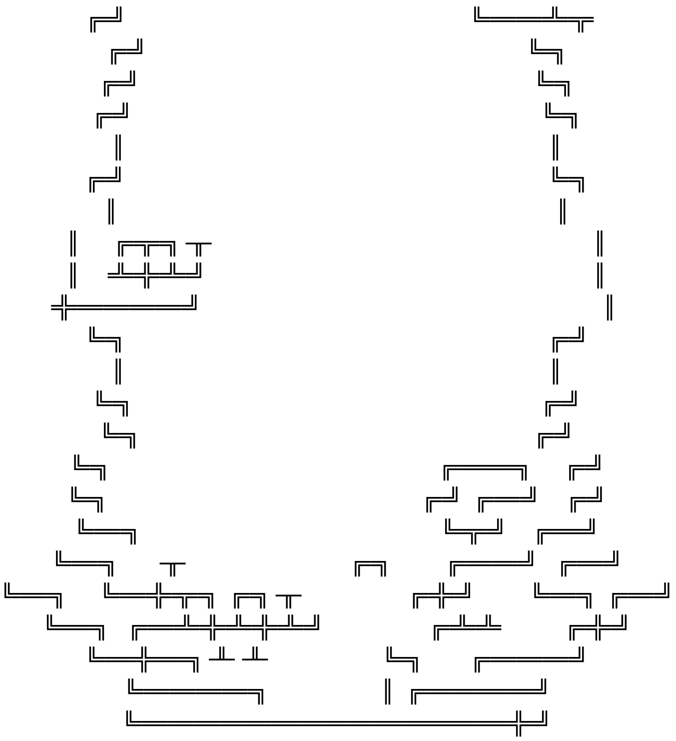
Oh, it's just a place on your Land. Let's say that this is your Land.



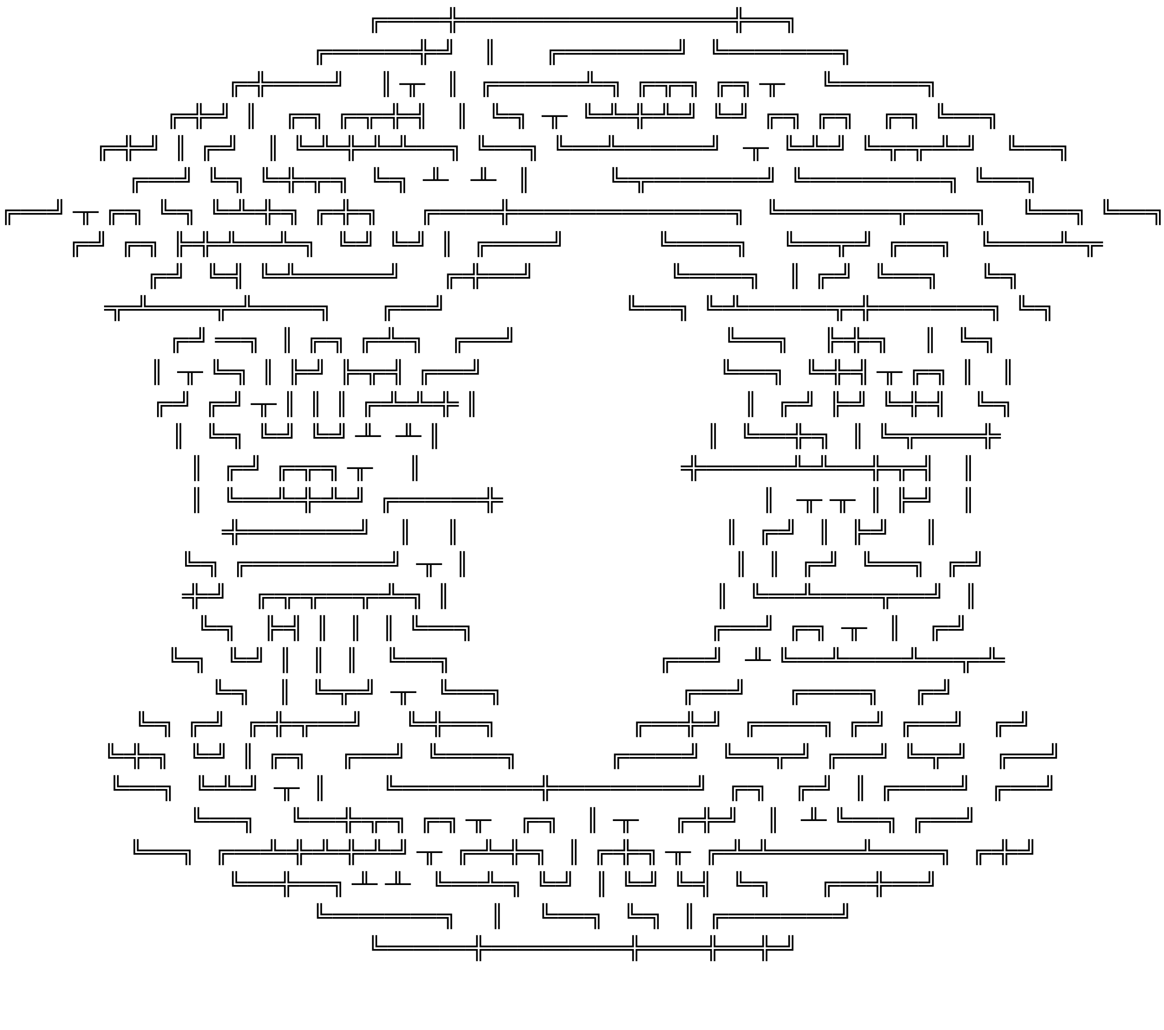
As you explore your Land, you will find many things that lead underground. Stuff like cave systems, secret passagewa

As you explore every nook and cranny of your Land, you will want to include them in your maps. Hence, the general pi

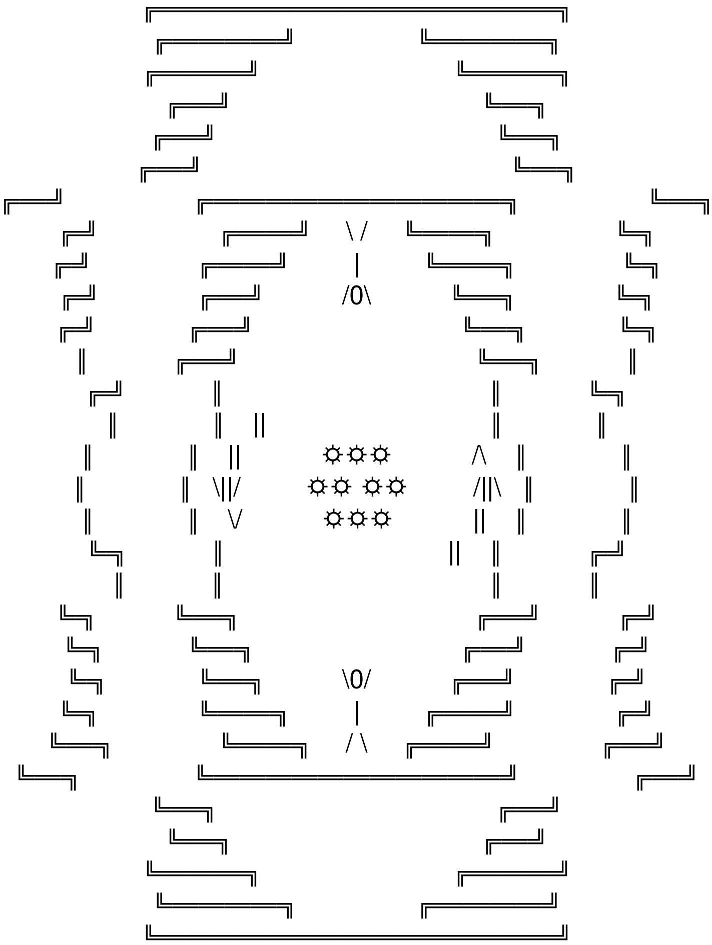




Now let's skip ahead of a few months of exploration. The map of your Land will probably end up like this.



That thing in the middle? You can actually go there. It's hollow, it's lit and clear as the day, gravity is *reversed or some*



This area is the Underworld.

[QUESTION] Is it me or does it looks pretty small there?

Don't let the ASCII art fool you into believing that you are a gigantic person. You are not huge. In fact, it is the *Underw*

[QUESTION] So it's like a big cavern?

Not quite. The Underworld stretches so far and wide that that you cannot see any ceiling or wall. They are distant and

[QUESTION] That sounds pretty dope and maybe a little weird?

Yep, it's a pretty eery place. When people *descend* for the first time, their reaction is usually to just walk straight aheac

Oh and there's some other weird stuff.

[[QUESTION] Weird stuff?

Well for a start, when you gaze far away, you're able to make out the curvature of the world. It's especially noticeable s

There's also some kind of glowing graphic effects around the block here. They are suspended/dancing in the air and c

Oh and like I hinted at it before, it's empty. There are no consort or land familiars here, and there's no monsters yet. H

[QUESTION] So, there's a fake sun in the sky here, or something like that?

That thing which stands exactly in the middle of the Land? Looks like a sun, feels like a sun, isn't a sun. You'll notice th

[QUESTION] How trustful is your fancy ASCII art? Any precise measure of this area?

The thickness of a Land's outer shell is somewhere between one third and one half of its radius. The rest is the Underv

[QUESTION] Can't I just dig? You know, to skip directly to the final area of the game?

When you dig your Land, you eventually start hitting a special kind of blocky-looking rock. It is impervious to damage. I

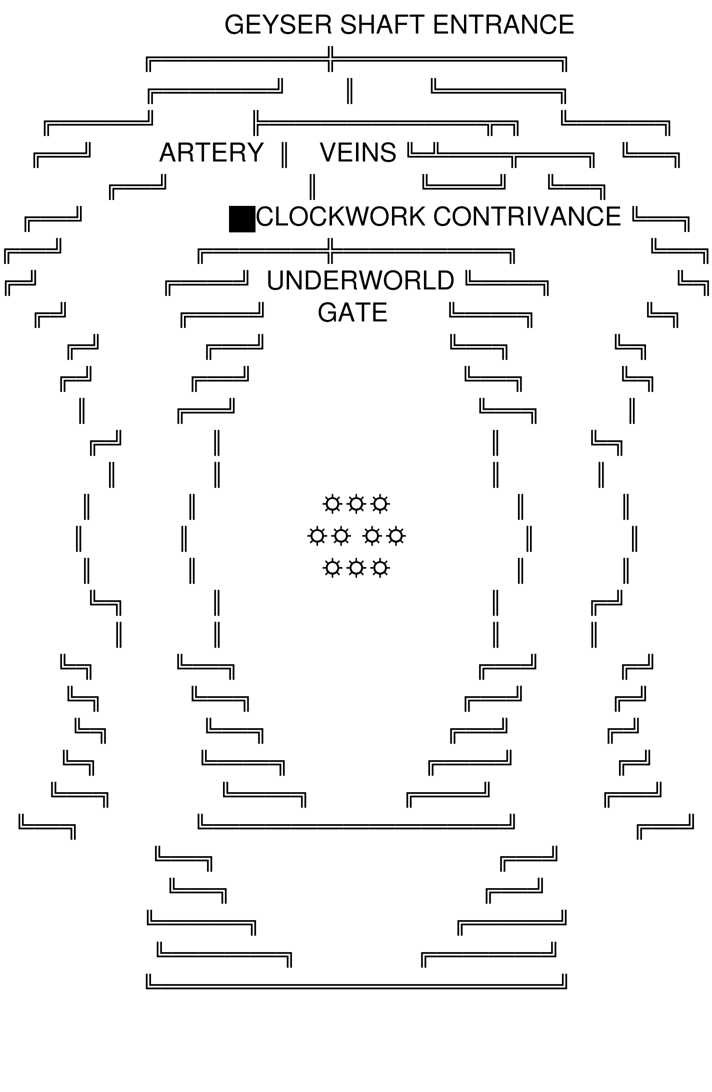
There isn't much room for deviation from this process. It's either that or you try to chew through Bedrock. There are a f

Seriously, the number one method touted by these maniacs is to lure a Ringwraith underground and provoke it becaus

The (sane) gamebreaking community has a saying on Bedrock. It goes "just frickin' go around". Bedrock's blast resista

[QUESTION] Where do I find Underworld Gates?

They are found deep underground in areas called Clockwork Contrivances. These areas are like some kind of steamp



[QUESTION] So when I released the Hoard, that stuff came from the Underworld?

Ah-yup.

[QUESTION] What's with these weird terms? Arteries, Veins, Organs?

This is part of the game's lingo. These words aren't used anywhere in game dialogs, they just show up when you poke

•The center of brilliance in the middle of your Land is called the Heart.

•The geyser shaft from which the Hoard bursts from is called a Wound.

•The geyser tunnels are called Arteries.

•The minor underground stuff is called Veins.

•The Clockwork Contrivances are called Organs.

•The Dwelling Spire is called the Spine.

•Any non-native Player entering a foreign session is called a Germ.

•Any Other that slips inside a session is called a Virus.

•Any scripted object that the game recognizes that it should not be there is called a Tumor.

It's just the game's weird internal logic. It's not terribly important.

FAQ part-10: The Underworld part-2

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[QUESTION] So when can you go to the Underworld?

Well, anytime you want. Sburb is pretty gratuitous on the sequence breaking. However, the main storyline of your Lanc

Note: In case it wasn't, the song just helps you find the Gates. You can still find them just by exploring the Veins and A

[QUESTION] What are Underworld Gates?

They are just big stone things covered in glyphs. It's something like this:

[ERROR413 COULDN'T FIND ASCII_ART_UNDERWORLDGATE1]

You find these things chilling in areas called Clockwork Contrivances. These locations are usually found at the deepes

By the way, Keepers are just three Imps. They are disguised and standing on each other's shoulders. As soon as you

[QUESTION] How about you skip the detail and tell me what to do with Underworld Gates.

You don't individually open Underworld Gates, you have to "activate" them one after the other. Then, every Underworl

[QUESTION] I need to activate the gates?

Oh yeah. In their normal state, they are just boring piles of bedrock. When they are activated, their glyphs are in glow-i

No, there isn't a punchline. It's just how it works.

The general idea is that once you find a Clockwork Contrivance, you need to find yourself a cozy spot and sit down an

[QUESTION] And then?

Once all the glyphs on a Gate lit up, it means it's fully powered. It'll look something like this.

[ERROR413 COULDN'T FIND ASCII_ART_UNDERWORLDGATE2]

When it looks like that, the ground is going to shake. The mechanical activity in the Clockwork Contrivance will then gr

Oh, and a little warning. You can't just *BAWWW* about the same thing with every Gate. You have to focus on somethin

Ironically, activating Underworld Gates is a lot easier when Players die. So hey? At least there's ONE positive thing ab

[QUESTION] What if I'm too cool to feel sad?

Oh man, this is the best blue-texted question that ever popped up. You see, I was just going to talk about that because

[QUESTION] What happens when all Gates are activated?

You'll know when you're done because the Spirograph in the middle of Underworld Gates starts humming and glowing

In some instances, Underworld Gates are found on the floor of Clockwork Contrivances. When they open, they will rev

So now you're done. BAM. You're in the Underworld. It wasn't that hard.

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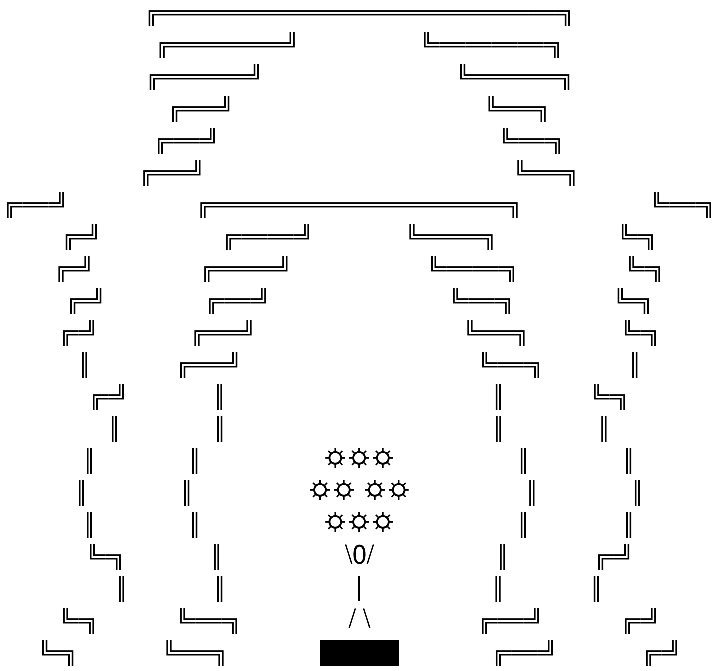
[QUESTION] So, the POINT of this area again?

Your goal in the Underworld is to reach the Heart, the "sun" of this area. It's the thingy in the sky. Would be a lot easie

[QUESTION] How do you reach the Heart?

If you wander for a bit, you'll eventually find something very particular in the Underworld: your home. Well, it's a simula

Once you have found your FAKE home in the Underworld, a new icon will pop up on your server Player's computer. It'



Known glitches:

•Sometimes your FAKE home isn't receiving electricity properly in the Underworld. I mean, there *shouldn't* be electric

•Sometimes your FAKE home spawns tilted or upside down. Probably a result of the wonky gravity.

•In some instances, Players say that the Underworld icon doesn't appear on their computer. This is fixed by uninstallin

•The FAKE home isn't good at replicating anything that is carbon-based. If you had any potted plant, for example, it'll t

[QUESTION] Is that all? Build up, grab the sun?

It's simple as that.

[QUESTION] Nuh-uh?

I can't hide anything from you. It's a whole lot more complicated. The general idea is that you can't build your Underwo

[QUESTION] Isn't this area empty of enemy and stuff?

Yeah that's kinda the problem. First, you'll have to do something about the stupid Angels. The Underworld doesn't wor

[QUESTION] What the hell is wrong with my FAKE house?

Well, like the term implies, it's fake. It's a shoddy copy. If you pick up anything from this house and try to put it in your s

Also, important note: don't seek your FAKE home right as you reach the Underworld. You're not allowed to enter it yet.

[QUESTION] What the heck is the Law?

Some bullshit that has to do with angels. We'll talk about 'em now.

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[QUESTION] What in the name of unholy buttrage are these things?

They look like glow-in-the-dark tadpoles with wings that are all blurred up as if they're straight out of the photography a

The community calls these things Angels although I reserve for them a few names of my own that are much less cool.

[QUESTION] How do you get rid of them?

Your first job in the Underworld is to explore the temple and ruins that are growing there like weed. You will find sacred

[QUESTION] Why were they even there? What is the point of these Angels?

I have frankly no idea. I think they're just there to ruin the atmosphere? Like, you enter the Underworld and it's hella co

[QUESTION] Why do people say that Angels cause corruption?

Because they aren't game abstractions that belong in the game. They are foreign entities, just like the Others. It's like S

Note: Angels are more aggressive with their corruption than the Others. While you roam the Underworld, sometimes a

Note: The kind of corruption caused by Angels and the kind of corruption caused by the Others doesn't stack. In fact, it

[QUESTION] I'm in the Underworld and suddenly the sky turned red, the "sun" began beating really frenetically like it'

You transgressed the Law, buddy. Just get the hell out of the Underworld and don't touch these *things*. You're safe as

[QUESTION] Okay can you tell me what the Law is?

It's something that you have to pay attention to until you're done getting rid of the Angels. It is a body of cryptic restricti

Note: In case it wasn't clear, once you're done removing the Angels then the Law won't matter anymore. The Angels a

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Article - Biophosphoradelecrystalluminescence

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Biophosphoradelecrystalluminescence is a type of light in Sburb produced by a specific kind of light-providing object. B

This chapter will talk about Biophosphoradelecrystalluminescence by introducing you to light-providing objects and pla

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In Sburb, you will find many luminous fixtures. They are often crystal ornaments that just happen to glow because that'

These minor game objects have the purpose of providing light in dungeons and underground areas. Some worlds with

Light levels variability

The day and the night cycle of your Sburb Land is defined by how weary you are. The more sleepy you feel, the darke

It is noteworthy that both the sky of a Land and its light-providing objects are attuned to the Owner of a Land. Visitors a

If the Owner of a Land is gone, a Land is permanently in "dusk mode". If the Owner of a Land permadies, the Land will

The different kind of light fixtures

There are three kinds of light-providing objects generated in Sburb. The most common light objects which are found ar

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The special mechanics of crystalanthologies

You can't miss a crystalanth. It's HUGE. It's BRIGHT. It radiates some kind of fancy swirling light that pools around its

•They don't stop glowing when you are tired.

•They disable monster spawning in their vicinity.

•They recover your Health Vial if you use the Player Command: Song of Life on them.

Your first Player Command: Song of Life

The Song of Life is the last thing that your Sprite will give you before vanishing permanently. In case that is news to yo

But, in a normal game, your Sprite is going to leave you very early into the game. Maybe it'll happen while you explore

When the time comes for good byes, your Sprite is scripted to give you one last message. Aside from all the emotiona

I'm just gonna cut the chit chat and spoil the secret: If you play this song while wearing your Sprite Pendant, it'll start gl

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Hence, you want to seek out areas with Biophosphoradelecrystalluminescence. These areas are the perfect places to

An extra advantage: taking care of food

A major advantage to using the Song of Life is that eating Biophosphoradelecrystalluminescence satisfies hunger. It's

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You should still snatch an alimentator and cookalizer (both are skaia tech) as soon as you can. You will come across t

Alternatively, if you need a quick snack, you can also sneak into buffets on your Dream Moon. Yes, things that your dr

Some advices about the whole thing

•Always keep a backup musical instrument with you. Being stranded without an instrument is a terrible predicament in

•New players may be tempted to believe that the healing feature of Crystalanths is for wussies, because enemies drop

•If you play music really badly to crystalanths, you can "crack" them. Cracking is a special gamebreaking term for wher

•If you are visiting someone's Land, their crystalanths do not answer to your Song of Life. Your Song of Life is unique t

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•Imbuing your Aspect into a crystalanth can cause it to stop working. It is mostly Rage and Rain that does that. Imbuin

•If you captchalog light-giving objects of any kind (you need a bug to do that), when you take them out of your Syllade

•If Heart Players do the heart-thing on a crystalanth, they can just "pull" out its healing light and eat it without needing t

Article - Whisperings

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Aspects in Sburb all have a sort of "spirit" known as the Whisperings. It is some sort of pluralized presence in relation

The Whisperings can be seen as environmental bits of latent Aspect power. It is omnipresent stuff that you don't contro

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Your Whisperings consist of your Aspect "speaking" to you. Well, more or less. It's not really a dialog. Your Aspect is w

Hence, you won't understand any single word from your Whisperings. You can be sure of that. However, these backgr

You know when people say that you're supposed to have a conscience and everybody pretends that it's a thing that ex

Understanding your Whisperings is a very delicate thing. The harder you try to mentally squeeze the meaning of your A

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Whisperings are terminally capricious. The more you are in touch with your Aspect, the more your Whisperings have a

It really is convenient.

You can kiss good bye to these quirky favors if you *ask* for them. It's another ironic thing in Sburb. In order to becom

In general, the Whisperings of a Player are stronger on that Player's Land. That is where you are more likely to observ

•Note: Whisperings often have a minor function on your Land like a mean of transportation, storage or a mail system.

•Note: If you have the Heir or Ward title, you start the game with a strong affinity to your Aspect. Your Whisperings are

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Even between sessions, Whisperings from the same Aspect can behave differently. It took people a lot of time until the

I'm going to cover the basic layout of the C&M system in the infobox of the next section. This information mostly comes

•Note: Even ausCons' FAQ isn't sure what the Infidel Whispering does. Nobody understands the Infidel. Heck, even th

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On every Land, there are areas where Players feel closer to their Whisperings. These locations are called Skaian Sum

When you stumble upon these areas, you'll immediately know it. It's not like these areas are always breathtakingly spe

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One of the most popular advice given to new players is reminding them to not forget to drop by their favorite Skaian Su

Sometimes, during the Land Exploration phase, Players are fascinated by the Skaian Summonings that they find. Ther

These Players will think that they have everything under control. Then, during the midgame, their affinity with their Asp

What I'm trying to say is, people don't just forget things. They can forget feelings too. And it's a thousand times more s

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The most important Skaian Summoning on a Player's land is nicknamed "Homefree" by the Sburb community. This is a

For the same reason, if one of your Player has a breakdown and goes rogue on you, you should start your searches b

Miscellaneous information - Light

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WARNING: Luck isn't everything.

Yeah I'm just going to drop this here so it's nice and clear for you Light Players out there: don't get addicted to luck fixi

GLITCH: light priority conflicts

The ability [Let There Be] causes glitches when used in tandem with the Player Command: Song of Light. That's becau

GLITCH: This is so gamebreaking it isn't even funny

It's not a very hidden secret: you can turn luck manipulation directly into a battle advantage by employing luck-based w

GLITCH: Flaring it up

The ability [Flare] is one of the few attack abilities that Light get. It redirects all the light in the surrounding area and be

WARNING: Don't play poker with your Light Player

No seriously. What are you expecting? Even if Light Players swear to not use abilities, their Whisperings are going to p

ADVICE: X-Ray Vision Etiquette

Please read the seven chapters about proper use of [Vision Omnifold] in gentlemanMannerism's Sburb Etiquette FAQ.

TRIVIA: Sudden weight loss

When Light Players imbue their Aspect into an object/person, it channels the essence of Light. Light isn't just luck, it m

TENDENCY: Sickening optimism

No seriously there's a limit to how often you can hear "Everything's gonna turn out alright" without flipping out. And it's

Berserk Trigger

Light Players are probably the least dangerous to their allies when it comes to endgame abilities. Upon going bonker, t

Still, the [Dance of Thorns] is not completely safe. The problem is that luck is relative. Good luck for the Light Player do

FAQ part-7: The main Quest

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If you have been eating through this FAQ in order, it means that until now you have been drowning in an ocean of met

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[QUESTION] Is it possible that there's a really MAJOR bug going on with my game?

Welcome to the club.

[QUESTION] I'm not kidding! There's something super duper wrong going on! What should I do???

I wasn't kidding either when I said welcome to the club. Everybody has overwhelming bugs in their sessions. When it c

And to be frank, there are so many kinds of session-specific bugs in this game that you'll be hard-pressed to find any g

[QUESTION] Okay let's start with the obvious question: what are the victory conditions to Sburb?

Defeating the Black King during the Reckoning. The Reckoning is some sort of big apocalypse at the end of the game.

[QUESTION] What about the Black Queen? I heard that you have to defeat both the Black King and the Black Queen?

Sorta. The Black Queen becomes hostile at the same time as the Black King when the Reckoning happens. However,

Once the Reckoning happens, you can defy the Black King first, or you can decide to head to Derse and challenge the

•Note to past me: oh hey sup, just dropping by to tell you that you're gonna hatch a plan to fight a queen and it'll mess

•Note to future me: oh hey buddy, sounds like you're blaming me for your own damn problem

[QUESTION] If I understand this right, there is a timer to this game? I have to complete this "main storyline" on my Lar

That is a popular misconception. Sburb doesn't really have a tickling timer and the Reckoning is not a bladed pendulur

In concept, the Reckoning is the conclusion of the big battle between the Armies of Light and Darkness that is taking p

As long as the game is proceeding normally, the Reckoning will keep getting delayed. Therefore, the battle taking plac

[QUESTION] How does the game gauges the health of a session?

The more the Players of a session aren't playing the game correctly, the earlier the reckoning is going to happen. Taki

Ironically, trying to rush through the game will trigger the Reckoning too early and force you to meet the Black King wh

The point is, you don't have to worry that much about an early Reckoning. It is only a vague threat if there are unhealth

[QUESTION] What's the plot of a Sburb session?

Didn't you read what's written on the back of Sburb's boxed package? It describes the plot outline of the game. Actuall

The plot of Sburb (!)

Players (you and your friends) take the role of exiled nobles who have been driven from their rightful place (their Land)

The goal of the game is for the Players to reach Skaia in order to claim for their own the very thing that Derse and Pros

Therefore the "role" of Players in the game is to "conquer their Land" in order to prove their worth and obtain recognitic

End of spoilers

And there you go, that's the gist of it. If you want an exact transcript of the game summary written behind a Sburb boxe

[QUESTION] This is fine and dandy but why can't I just skip the chit chat and go to Skaia right away?

If you haven't conquered your Land, Skaia will reject your cause when you try to contest the Ultimate Reward. In terms

The only exception to this is if the Reckoning already happened. In that case, you're allowed to enter the Battlefield. Th

So what's the point? Playing the game "wrong" is going to trigger the reckoning right? And then I can to go Skaia and k

Yes indeed, it is the same scenario that awaits you at the finish line. Whether you "grow up as a person" or not, it ends

So really, nothing compels you to play the game right. Sburb is a very open-world game. You can do whatever you wa

==> Enter the game
==> Grind on basic enemies forever
==> Build Dwelling Spire all the way to Skaia
==> The Reckoning immediately happens
==> Party of level 1 characters face the final boss
==> There are no survivors

Or you can try something like this:

==> You enter the game, explore the Land, learn to accept your Title and Aspect, do dungeon diving
==> Early game: you face your Denizen
==> Midgame: you try to save your land
==> Lategame: you frolick at the Skaian Skirmishes
==> The Reckoning happens naturally and you're ready
==> You defy the Black King.
==> You survive.
==> ??? (it's a surprise)

Just as a note, many FAQs will disagree on what defines the early game, midgame or lategame. Some FAQs dispute

As a last note, there are no specific time for when you're supposed to perform your Duties. You're good to go as long

[QUESTION] What are Duties?

It's just some stuff that specifics Players have to do for the well-being of the session. Compared to the main story of yo

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[QUESTION] Okay fine you got me, I'm convinced, I'm gonna go right now and follow the plot thing of this game, oh ye

Explore everything on your Land.

The majority of the structures that you see on the surface of your Land are called "ruins". They are full of weird puzzles

In short, just alternate between completing dungeons and exploring ruins to do weird shit that you don't fully understan

[QUESTION] I'm going through ruin puzzles and I have a good idea of what I'm supposed to be doing. The problem is,

Yes and no. This is Denizen Damage. Denizen Damage refers to the state of corruption of your Land when you start th

In short, Denizens are simply out of control. You can end up with worlds that have no Consorts, or no Land Familiars,

This is the reason why some FAQs say that the first part of the game is the hardest. Until you have cleared the early g

[QUESTION] Okay hear me out, what if I... accidentally... damaged an important ruin? Like, there was a puzzle and I p

Actually you can chill out about it. If you damage puzzle-related stuff on your Land, it will fix itself over time. Stuff grow

It's important to note that it doesn't apply to what the DENIZEN has damaged. The Land Damage caused by a Denize

So basically, Land Damage is the game BREAKING ITS OWN INSTALLATION PATTERN while leaving a specific pat

[QUESTION] I was exploring ruins and I found some kind of awesome weapon totally out of place and stuck into a pe

[Critical threat]NOPE. Nope, nope, nope, oh man, holy sheeeeet is that thing dangerous or what. Dude, don't touch thi

The reason behind all this is is pretty complex. It's because the "ruin" tileset is created by partially re-using the game a

So yes, it essentially means that ruins have a very low % chance of spawning a high-level item in a low-level area. Hol

So what do you do if you start the game and you see a magic weapon on a pedestral that seems completely unrelated

•Note to future me: Why do you keep editing out my cool advice for snatching those weapons? Come on man, that shi

[QUESTION] The scriptures of the puzzles in my ruins insinuate that me and my fellow players aren't the true "heroes"

[Critical threat]This is the result of high level frog-universe incestuous overlap. It means that the game is so bugged th

If you are hit by this rare glitch, I don't have any advice other than this: good luck. These sessions are hella weird. And

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Miscellaneous information - Mist

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GLITCH: confusion in abundance

The aspect of Mist is the conceptualization of "too much substance". It copies, multiply and blurs. This concept, just lik

GLITCH: Player identification problems

Player identification problems make up a specific branch of Mist glitches. These bugs have consequences that run de

Incidentally, it is very hard to predict which way that Mist interference will swing. Mist bugs vary between sessions and

Note: Before you wonder, the death of the Mist Player can just make everything WORSE.

GLITCH: Scrying befuddlement

Mist interferences are well-known for contaminating the result of scrying abilities. This affects mostly the Tactician Clas

Let's say that a Seer of Life decides to perform a session-wide scrying attempt. The Seer decides to formulate and sub

Sburb might return this result to the scrying attempt: *there are two Life Players, three Mist Players, two Space Players,*

In term of mechanics, the game first checked "Is there a Life Player alive" and then locked on both the Life Player and

WARNING: being in other people's shoes

Mist Players can shapeshift via the ability [Dord Waltz], something that is also called "fogging" by the game community

Note: Denizens are one of the few things that can see through shapeshifting, although they sure like to joke and preter

GLITCH: don't interrupt Players while they fool the game

Fogging is especially buggy when interrupted. It can cause the game to abruptly stop a process that was intended to b

GLITCH: Using CTRL+C on other people's abilities

Mist's (infamous) signature ability is [Smoke and Mirror], which allows Mist Players to mimic other abilities in the game.

Note: Actually, the only unsafe ability from Hope is [Dreams Don't Die]. If you pick it up, you won't be able to delete it a

Note: The Sburb Etiquette FAQ say that you're supposed to hand out "mimicry permissibility requests" before copying

WARNING: Lying health vials

Mist Players are made of *many things*. Whenever Mist Players suffer an attack, they automatically turn into these *othe*

When using [Reverberata], Mist Players that receive a blow will expand Pluck and burst into a cloud of small objects th

Note: The specific kind of items that Mist Players "are made of" seems to be based on their personal interests. I've see

TRIVIA: counter/combo/situational abilities

Some abilities in Sburb can only be used during a short time window. That is the case for the Mist ability [Crush Groov

TENDENCY: I'm not the one you're looking for

I once had a Mist Player that lapsed into trances. Whenever I addressed him by his name, he'd be like "but I am not th

Berserk Trigger

Mist Players that go on a rampage will usually cast [Variations]. It temporarily converts the environment into more [Rev

Miscellaneous information - Might

Chapter Notes

See the end of the chapter for notes

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WOOT: Might, oh yeah!

My first Aspect when I started Sburb! Respect, yo. Any other Might bros out there? Woohoo!

WOOT: The meaning of strength

So hey I have some friendly advice to you new Might bros. You're probably going to be bad at first. Let's face it, if the g

WOOT: Stop Alchemizing Liquids

Don't alchemize your sylladex full of water containers you god damn Sboob. Yes, Might's elemental affinity is water. N

WOOT: The only aspect that makes sense???

All of Sburb's Aspects make no sense except for Might. Am I the only one that noticed this? I mean, just go look at an

GENERAL TENDENCY OR SOMETHING: aspect Fanboyism i guess?

Okay so maybe people have a tendency to think that their first Aspect is totally the bee's knees. I can't say I noticed it,

Berserk Trigger

People keep saying that [Chaos Dunk] is dangerous but seriously it's totally fine if you know what you're doing.

Chapter End Notes

Future GGTG: okay this is embarrassing, how OLD is this

Miscellaneous information - Rhyme*

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ADVICE: Soooo cool

These guys are soooo cool. I am not making a gag because they have ice abilities. I'm saying that becauses Rhyme P

GLITCH: abnormal post-entry circumstances

Rhyme Players are subject to a certain glitch at the start of the game, which can also happen to their Client/Server by

Nobody is sure why this thing auto-activates during entry, but it's **dangerous**. That's because when you start the game

"Oh my house wasn't invaded, I guess there's some kind of glitch and it's not going to happen"

And then these Players decide to go for a stroll outside to check out their Land. When they come back, their house is f

GLITCH: the awesome kind of bug

The ability [Ice Coffin] is supposed to put targets into stasis. It's intended for both defending Players or putting enemies

You'll find a complete list of abilities that ignore [Ice Coffin] in most Rhyme FAQs. There are, like, three Rhyme FAQs t

Note: Bugs go both ways. If you use [Ice Coffin] on yourself for defensive purposes, it won't block some enemy stuff th

Trivia: the mysterious 127th ability

Some Rhyme FAQs that list all abilities will baffle new Players. That's because these FAQs list 127 abilities and you ca

This last ability, called [Coolkid], is actually a non-player ability that happens to be mistagged as a Rhyme ability. [Coo

Trivia: learning [Coolkid]

Rhyme Player can learn the elusive 127th ability by having ectobiology duties or just hanging around during ectobiolog

It's kinda pointless though. How often does it happen to you that you need to give flameshields to babies? I swear, Sbu

There are a few other mistagged games abilities that Aspects can learn like that. They are all quite useless, though [C

"Oh you don't have it? Everybody has the 127th ability... IF THEY ARE COOL ENOUGH"

Trivia: stupid rumor

There used to be a rumor that learning Rhyme Abilities bugs out at the 127th and prevents you from learning a 128th,

GLITCH: Hey where are all the monsters

Most of the offensive Rhyme abilities cause enemies to be frozen when they die. It's actually a state of half-death proc

Now, there's the kicker: these frozen monsters do not count as dead yet, according to the game's logic. This can caus

The game normally increases spawn rate based on how many monsters are missing in an area. It doesn't spawn anyt

Rhyme Players can effectively run out of enemy by freezing them all but not cleaning the mess behind them. I had this

GLITCH: squiggly eyes syndrome

There is a minor graphic glitch related to Rhyme Players. You know when your pupils are replaced by your Aspect sym

It seems to happen especially when Rhyme Players cast abilities while near death and then subsequently survive. Asp

Edit: It seems that the Unite Synchronization of Rhyme and Space, [Nuclear Winter], can cause both the Rhyme Playe

TENDENCY: a little TOO COOL for my tastes

Rhyme Players that strongly channel their Aspect have NO concept of urgency. Sometimes they just want to sit down

Oh please.

The mood tendency of these guys is like some squarewave pattern and when they are in their Shade, they sure aren't

Berserk Trigger

Rhyme Players are the most likely to direct a Showdown not against enemies, but against their friends. It's something

That's because sessions always end up being a boiling pot of shenanigans that are pants-on-heads crazy. When your

You can try to argue back, but when they go full berserk on you and cast [Winter Is Coming], your only choice is pretty

Miscellaneous information - Mind (GUEST)

Chapter Notes

See the end of the chapter for notes

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OOPS: Not enough experience with this one

There are always a handful of Aspects that you never see in your sessions, or that you don't get to learn about for one

I only had a Mind Player twice. The first one, he died five minutes into the game after reaching his first gate. Stumbled

The second Mind Player I had in my sessions, we never got buddy-buddy together. She mostly talked to other teamma

Aside for the prank, I only saw her again during the battle with the two Black Kings (another weird session). She threw

So yeah, both of these cases were interesting (I guess) but I sure as hell didn't learn anything about Mind. However, I

Chapter End Notes

There we go, guest chapter is up! It's the link at the bottom! Author: lucidChthonia (liquidCitrus)

FAQ part-6: And a bunch more stuff

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[QUESTION] Where do all the underlings keep coming from? I don't see them appear!

And you never will. Sburb has a knack for making monsters appear where (and when) you can't see them. They're goi

This is just another case of Sburb blatantly cheating with its random number generator. You'll have to get used to it. Th

[QUESTION] The enemies aren’t dropping their kind abstrata :(

Glitch. And it's a really stupid glitch too. Only the first imp that you defeat is going to drop its kind abstratus. It's such a

•Note: Enemies don't drop their kind abstrata because of this stupid glitch but they still technically have one. The Thief

[QUESTION] I just beat an underling and it didn't turn into delicious grist. Now there's just a corpse laying there. What

Glitch. This is a bug caused by stabbing an underling to death but not removing the weapon from the body. As long as

This is a somewhat exploitable bug. When you "kill" underlings without having them turn into grist, you can use their bo

[QUESTION] I have underlings that look like creepy invisible things with flying faces and claws! Why are there ghosts'

Glitch. Your underlings landed on a type of material that has a bugged texture. All underlings are made of a specific ma

By default, it is the Mirror Underlings and the MAT_#773 Underlings that have this invisibility bug. My guess is that the

[QUESTION] I'm getting attacked by a ... thing made of several Underlings all stuck together. The hell is this?

Glitch. This abomination is something that the community calls an "Ohgodwhat". It's when the game's spawning algorit

It is completely terrifying.
The worst part is that the game thinks that it's a single enemy. Hence, it only has one set of stat - a mash up of the sta

[QUESTION] My Land keeps spawning Basilisks with their gosh darn breath attacks while my friends rarely see them

Not a bug. Sburb purposely employ enemies that can challenge you. If you have a ranged weapon allocated to your St

Note: The difference between using a meleekind and rangedkind also modifies some underling AI routines. For examp
•Note: They'll do that when you haven't even pulled your weapon yet. Gotta love psychic enemies.
•Note: This will also affect underlings with Player abilities.

[QUESTION] Holy shit, underlings can use player abilities!??

Surprise, surprise. There's a reason why you can get abilities that disrupt/silence/cancel other abilities in the game. As

You'll also note that you will be much safer from certain type of attacks when you learn to control your Aspect. For exa

[QUESTION] I found an enemy with "clown" in its name. It kicked my ass like tomorrow wasn't a thing. Is that all there

Glitch? Well I hope it's a bug in the clown stats, because these enemies are overpowered as all hell. Sburb is fricking c

•Note: The Derse Archagent, Jack Noir, has an large strifing bonus versus clown-type enemies. I guess he really hates
•Note: Jack's anti-clown scripts can manage to create major problems depending on what you prototype.

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[QUESTION] I finally bought a fraymotif! Huzzah! Then I tried to use it. All I got was a flash of light and a cool music t

The Fraymotif **is** the music. It's not an attack, it's a situational modifier. The idea is to attack enemies in rhythm with th

•Note: You can significantly increase the bonus damage of Fraymotif in combat by alchemizing musical instruments in

[QUESTION] One of my Fraymotif sounds all wrong and isn't giving any bonus. Is this normal?

Glitch. Fraymotifs are sometimes reversed by mistake. You can fix this when you unlock FrayMixing. Just reverse the

[QUESTION] A Fraymotif suddenly stopped! What is that about?

Glitch. A Void player is using [Null And Void]. It seems to interfere with fraymotifs, although it's supposed to only cance

•Note: gentlemanMannerism's Etiquette FAQ says that it's very poor sport of Void Players to forcefully turn out fraymot

[QUESTION] I'm not getting any bonus from a fraymotif, why is that?

Glitch. This generally happens to Hope Players. The aspect of Hope can repel many special effects in the game and it

•Note: Technically, a Rage Player can also stop receiving the advantages of fraymotifs. This will happen if the Player is

[QUESTION] I'm trying to start a Fraymotif but it just won't start.

Glitch. Your ability to start Fraymotif is impaired if a Void player is using [Metasilence]. It is an ability that is likely to be

*Of course you'll also notice that everybody in [Metasilence]'s area of effect is mute. Void Players might not understan
•Note: The silence status is handled as a ON/OFF toggle in Sburb. For buggy reasons, people who are mute due to a

[QUESTION] I'm listening to a Void Player's fraymotif and... yeah...

Glitch. All of the fraymotif involving Void Players are, like, five minutes of non-stop static screeching. They don't get an

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[QUESTION] What the hell are these things?

They are zall_awargphul_floru_floragh shlonorm. Also called

Speakers of the Void, Horrorterrors. Ten tac'uled ies of Squiddle, they are
G'wro dg lo th mur brup brup
Haughaughn rl Shgvg Ihro't, God is th nnyuld hotha
h ty bjot gothwych svu lk bofbly anth

[QUESTION] Why do they... Dersedreamers when ty'g in their sleep ib th hula zy'g nightmare ?
Speak dreams, ghroog ib th fro binh
Your flesh to my teeth
He speak the tentacles
Res pect the tentacles
Can't deny, ghroog ib th frobinh
Shvagguo rhytch thro' g oors fn nnyuld svulk bl hokt
Shvagg dreams

Goors fn nnyuld, goors shnvog
Rog, fsoll, geh dag magthlog
Gohmthyg gyuz th mohpnog ah yulk
Goors fn nnyuld bo thany tblet

Mur brup brup, mur vlhagllebz dhrag
bofbly anth bofbly anth phblogz
Dhroolla bo thnu iwab shvagg
bo jbly anth frothot agh glohgzss

Flugg orx out loud a flow to glub by
Eye to mouth, mouth to eye

Shvagg ylisthami hi mlagh
Fluggo xwrophlagl amughz
Gyuzfiih mobphlega, h phlag amuphz

Bloph ahphlalud Shvagg/l wuphz

Shruggot/Flugh blaght
Tentacle respect
Flught zlorb blaghht
Tentacle respect
Zall awarg phru fioru floragh shl onorm
C an t deny gloreth sh vagg

Fluggorx out loud a flow to glub by
Eye to mouth, mouth to eye

shruggot to what it seems
Roght sothuggeh dag Shvagg dreams/

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Miscellaneous information - Dream

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WARNING: good artists don't repeat themselves

Many new Dream Players are impressed by the results of Dream abilities the first time they try them. After all, they car

It's not a bug. Their abilities don't actually grow weaker over time. It's just the Aspect of Dreams doing shenanigans. D

For example, [Living The Dream] is Dream's basic direct attack ability. It can pretty much conjure any kind of object ou

The less imagination you have, the more your attacks are going to suck.

Hence, you can't use [Living The Dream] to summon a ghostly hammer and keep doing that forever. You have to keep

Wait. No. If you do what I just described, it'll be underpowered because you didn't came up with it by yourself. Oh god

WARNING: don't say the words

Never say to a Dream Player "wow that was awesome, do it again".

Never say this.

I once said it **ironically** to my Maid of Dreams and she didn't talk to me for the rest of the session.

TENDENCY: All-or-nothing crazy bastards

I just want to drop this warning because the first Dream Player I met was a Knight of Dreams and he scared the hell ou

Dreams, with all its artistry and systems and creativity, translates to something like this: "I am going to do this and I wi

Even if they don't have combat classes, Dream Players are likely to be a little tight in the ass. Everything about them is

Note: Don't take their mood personally. They're good guys deep down. They just happen to be good guys who eat thei

GLITCH: buff animation that spills out

The ability [Dreams Never Die] is a buff that gives a lot of stat bonuses, especially defense, that is focused on the spec

This is especially freaky because [Dreams Never Die] has this buff animation where the recipient is covered with all th

I noticed the bug for the first time when my Knight of Dream was grabbing me. Well he was "saving me" but I totally di

GLITCH: Don't touch their bed

For one reason or another, if you sleep in a bed-object identified to the Player of Dream, you're going to fall in a coma.

It's kind of a non-issue since you're not supposed to sleep in other people's Land Bed. You get no benefits from a bed

WARNING: Embarrassing fashion

An important warning for you Players of Dream that look up to Ascending. You know how the thematic "color" of Drear

Berserk Trigger

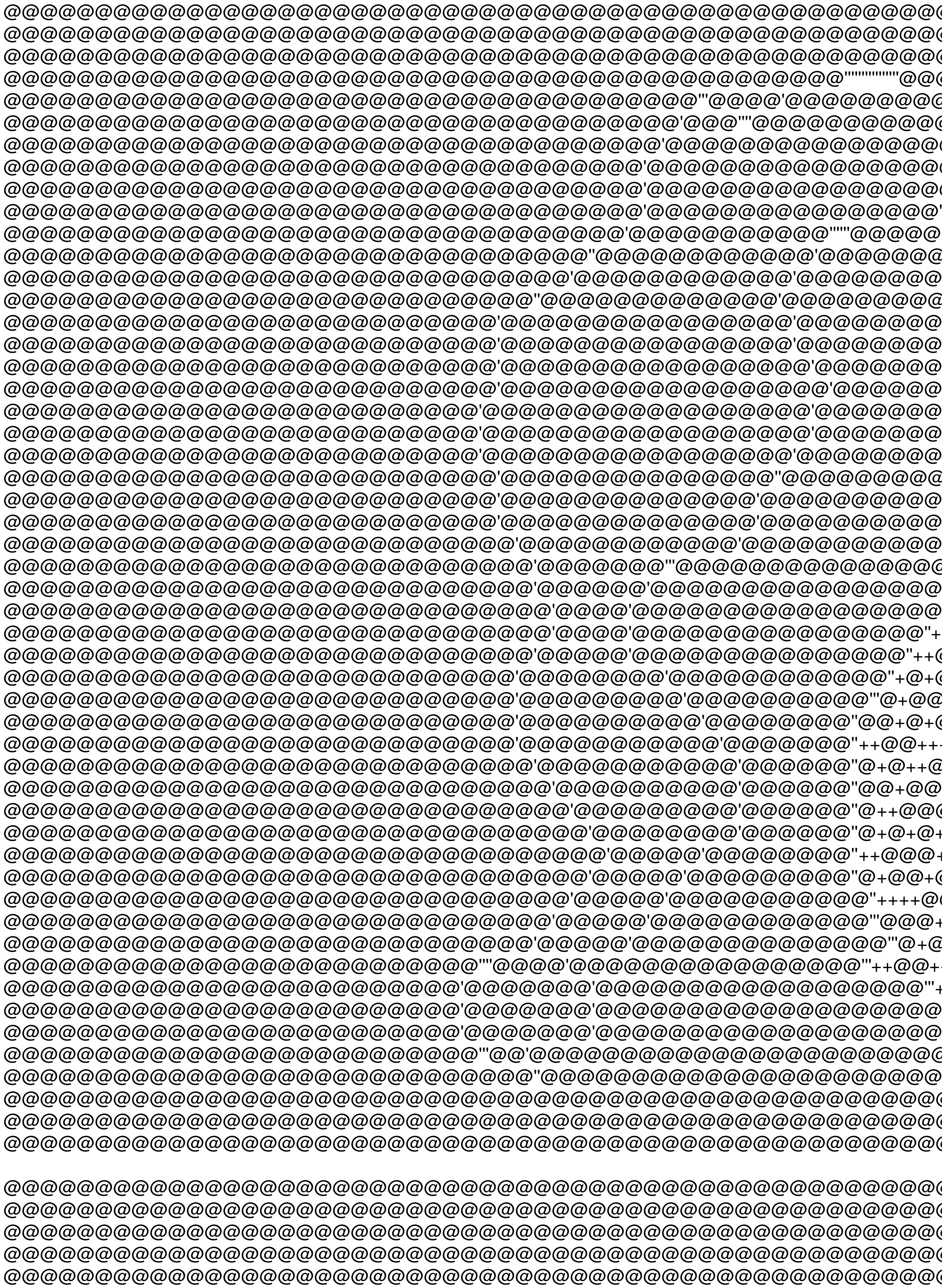
The worst thing that a Dream Player can use when they get mad in the butt is [The Game Has Changed]. It's a creativi

When that happens, they don't MEAN to kill you by mistake. But you know, when you gain control of a large area, it's e

You can tell that a Player of Dream is charging [The Game Has Changed] when they start levitating and a sort of 3D g

Oh and don't attempt to interrupt it with a drop kick. I mean, heck, it's impossible to drop Dream Players unconscious.

Article: introduction to sprite pendants



Early on during your Sburb adventures, you will be given a pendant by your sprite. Sprites are scripted to give you this

As it turns out, the pendant's ability to summon your sprite is not terribly important. It only matters for a short time at th

The pendant that they leave behind is is a heavily scripted meta-object that has important game properties. It's someth

Yeah, screw that.

This chapter is going to introduce you to the important properties of the sprite pendant, glitched or otherwise.

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The sprite pendant is strongly associated with something called "player commands". Player commands are a special f

However, unlike in video games where this kind of thing is critically gamebreaking, the commands in Sburb are interna

Many people hold the misconception that the sprite pendant is a magical thingy that provides the special effect of playe

The pendant is, more or less, a physical representation of a Player ID.

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You know that stuff you do before starting the game? Fooling around with kernelsprites and prototyping without knowir

There is a basic protocol to follow in order to start a game of Sburb. You need to finish loading the session. Before this
Only some basic game structures are already in place. The players aren't registered yet, hence why there isn't any Lar

This process is separate from the meta-universal/timetravel/predestined plot stuff that surrounds Sburb. You still have

This process will create your sprite pendant, you just don't have it yet. Maybe the game doesn't want to drop too much

The important thing you need to remember here is that losing your pendant sucks. It means you lost your ID. If you los

@@@
@@@*************************
@@@*   Stuff that should be
@@@*************************
@@@

Alright. When people say that **your pendant is your Player ID**, it means business. You're supposed to be like **oh shit**

1- Don't lose your pendant

2- Don't give it to anyone.

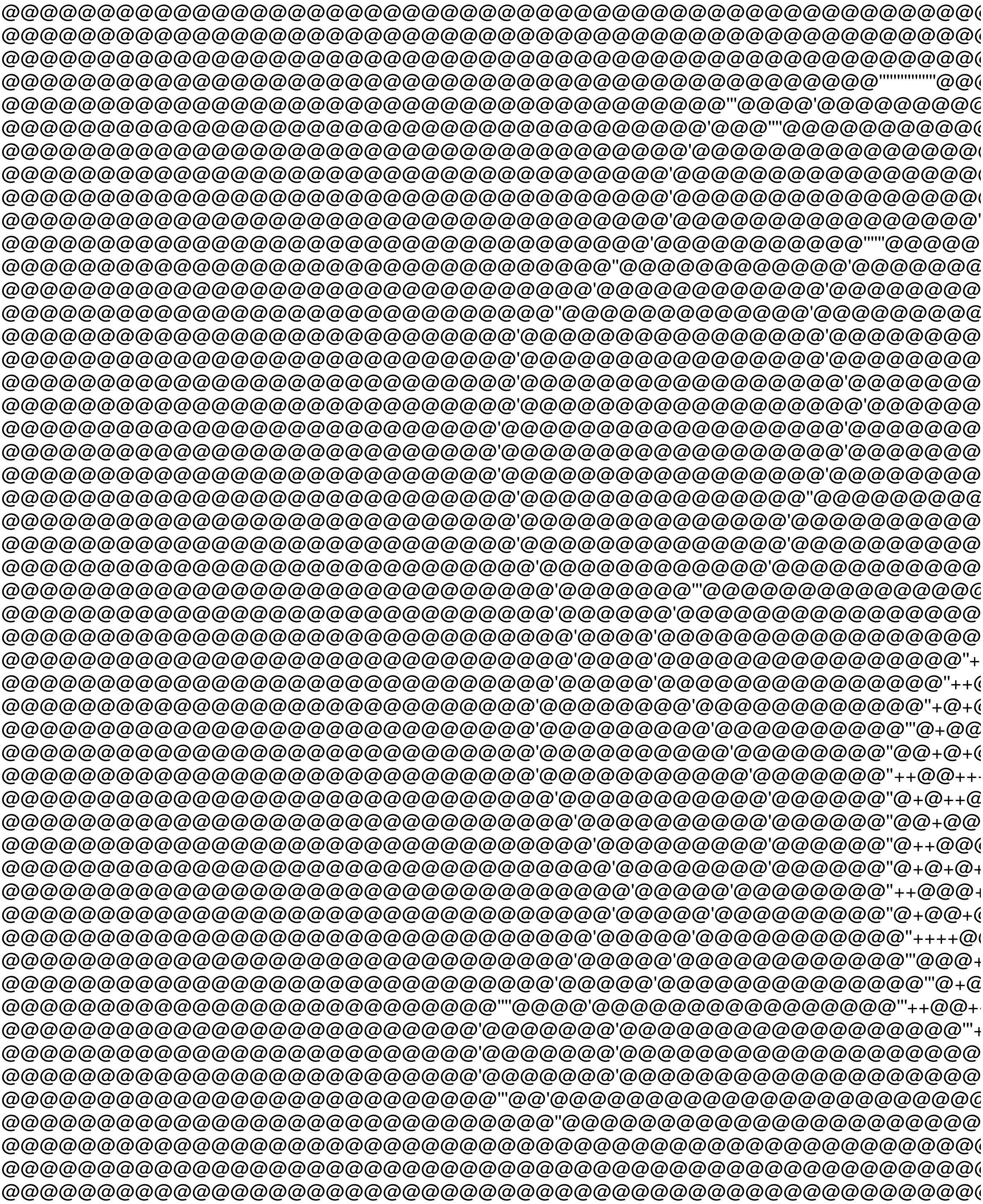
3- Don't mess with it.

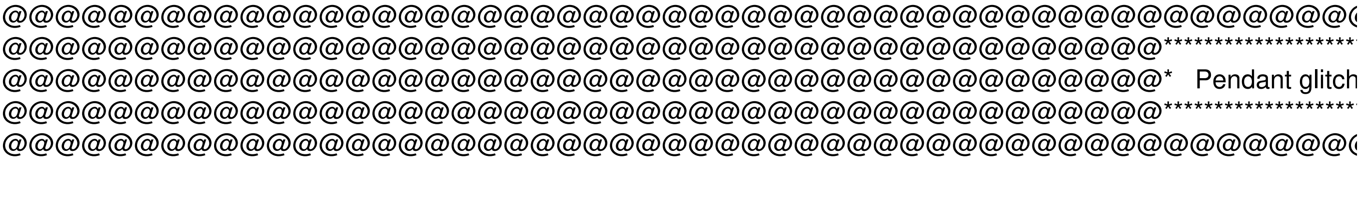
The first two are obvious. Parting with your pendant for any reason is just dumb. It should always be around your neck

As for the third recommendation: messing with this item is always a bad idea. Sprite pendants are copy-protected with

Why is the Intellibeam Laserstation EVEN in this game, I'll never understand.

Article: pendant important glitches





Let's start with one of the most important glitch in the history of Sburb.

The basic idea is that a sprite pendant is that it is made of tighly packed data. It turns out that the information stored or

For example, if you wear the sprite pendant of another player and check your computer, you'll be surprised to notice th

That's because the status of client/server player is part of the information that is stored on the pendant, and it's transfe

When someone dies, it breaks the continuity of your möbius reach around.

It means that there is some poor schmuck who doesn't have a server player anymore. That's pretty outrageous. You k

Of course, what you end up with isn't quite a möbius reach around anymore. It's some kind of sticky situation. It's like v

This transfer of player rights isn't something that is *supposed* to happen. It's a glitch. But it's the best kind of glitch. The

It seems that Sburb was designed around the insane notion that everybody will have fun and nobody will die. Oh, that's

I guess people just forgot to warn you that Sburb will turn you into some kind of pimpin' corpse robbing jewelry thief.

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There is a second kind of migratory data that is transferred with pendants. One which is more important than the right t

If you ever see someone perform a duty, you'll know what I'm talking about. Let's take ectobiology for example. You ev

Then they rub their hands together and they're like "what's wrong?" as if it was as natural as picking your nose.

So yeah, you can imagine the problem if these guys DIE before they do all these sick moves. You'd end up having to t

Well look no further. There is a solution to your problem. All of this knowledge is stored on the sprite pendant and it's fa

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@@*   Pendant glitch
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The sprite pendant is bugged and cannot be stashed into a sylladex. It's a bummer. You can turn the damn thing into a

The disadvantage to this little bug is that you cannot keep your pendant within the digital safety of your meta-inventory

DO NOT LOSE IT

Your only accepted excuse for losing your pendant is decapitation.

That's what I'd like to say, but good luck with that. Thief/Rogue players love to snatch these things and mess with ever

@@@
@@*****************
@@* Don't worry
@@*****************
@@@

Don't worry about your pendant getting damaged during a strife. Some people argue that you shouldn't wear your penc

The sprite pendant is indestructible.

There are a few things in Sburb that are meant to be unbreakable (Sburb CDs, prototype rings, quest beds, bedrock, tl

That thing is safe on your chest.

Heck, if anything, it is the pendant that protects you. It's an exra piece of protection for your torso. It's like when dragor

Article: pendants upgrades

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Your pendant is set to undergo a few upgrades during the course of the game. Technically pendants are only a "sprite

This chapter will talk about the normal pendant upgrades, from sprite pendants to player pendants to skaia pendants, a

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@@@*   sprite pendant
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The first time your pendant is going to change is when you lose your sprite. It's pretty cheap for an upgrade, I mean, it'

I'm sure that this change is supposed to be another metaphor about inheriting responsibilities. Do we still care about m

Oh and in case you don't know, your personal color is the color that you type with, which is also the color of the crystal

Though I guess that none of this matters if you're in a session that is so utterly bugged that you never lose your sprites

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Normally, a pendant can only have three states during the course of a playthrough. That's the sprite pendant, the playe

The first one is something I heard in a story from a thirdhand account. It's apparently a type of pendant that you can or

The other unofficial pendant state is pretty much an urban legend. It's supposed to be a type of pendant that gives adn

[**Yellow Yard**] (the file is very small, maybe it's a minor intervention ?)

[**Green Acre**] (something about ponds and fixing frogs?)

[**Black Inches**] (oh god what the actual fuck)

[**Red Miles**] (!!!)

That last one is pretty interesting. I don't know if it's the same Red Miles that Queens or Ringwraiths are pulling out of t

Article: pendant miscellaneous stuff

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This chapter will cover more pendant features than you ever cared to hear about. Well, except for the deadly glitches.

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This is a pretty cool trick. Try holding a pendant in your palm and thinking out "hey how is it hanging". The pendant is g

This is called pinging. Pinging a pendant is the equivalent of sending an ownership query and getting an automatic ans

•If you ping a pendant that isn't yours and its owner is still alive, you'll have a vague impression of the direction where y

•Pinging a pendant that hasn't changed color yet (the sprite hasn't departed and it's still a sprite pendant) will give you

•If you ping with your dreamself, it'll point at your realself.

•When you ping a skaia pendant, it just points towards Skaia.

•If the owner of a pendant has died, it will not answer to pinging anymore.

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There is a special quest in the dream world that involves pendants. Whenever a player dies, the Queen of that player's

Don't complete this quest. You won't get the pendant back. Instead, bring back the pendant but don't give it to her. Tell

If you want to know, it isn't anything sinister. The Queens request these pendants because they want to put them in the

This same feature is abused in the Ringless Queen exploit, where you prototype certain things in order to drive a Quee

Since it's a GLITCH that we use other people's pendant to take care of their client player and duties, the game assume

Once you're done borrowing a pendant and it becomes **actually useless**, then you can feel free to give it to the Queen

Personally, I keep pendants for as long as possible. Everybody's pendants, even the assholes and the PKs. I don't car

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I think this requires a disclaimer before I go on: you can't have access to someone else's aspect powers from a pendan

With that said: the whisperings of dead players have a tendency to cling to their pendants.

It's not actually because of the pendant itself. It's because Whisperings have a tendency to cling to the “scent” of sburb

They can provide some minor benefits, but it's barely anything worth mentionning. You know, it's typical Whisperings s

These things are dumb and make no sense. I know someone who said it was cute, that it's like a puppy that begs for a

This crap was only ever useful ONCE. It's when the Whisperings of a dead guy pointed out who was his PK. So I gues

Clingy whisperings leave after a while, so the pendant will return to a neutral state.

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•Everybody has their own activation songs for player commands and they're only supposed to work for you. If you try t

•If you wear the pendant of a dead player, the player's Dead Land will regain its daylight. This doesn't revive the Land.

•If you wear borrowed pendants, Carapaces might mistake you for other people. It's a pretty specific bug. Carapaces w

•Cloned players through the effect of Time, Rain and Mist produces some pretty funny effect when you try to ping a pe

If you got one of these bugged pendants that is supposed to be removed from the game, and created through angel/ot

•The extra luminosity that pendant emits when you ping them can be useful. This light can be used in a pinch if you fin

•There's a weird area on everybody's Land that cuts off all form of communication. It's a place called the Psychoruins.

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The most deliriously glitchy shit you can pull with a pendant is trying to force the input of fake/broken player commands

This kind of stuff isn't something that I dabble with and I don't think it's safe. Plus, you need to be a hella good musicia

Article: dealing with death part-1

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This chapter will deal with unpleasant business. Death is a part of everything, sure, but Sburb cranks the whole thing u

Dealing with a player death can be broken down in three steps.

==>Confirm the death
==>Retrieve the pendant
==>The game must go on

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The first thing to do when someone goes down in Sburb is to confirm the death. Otherwise, you're gonna wear out you

Therefore, before you take any action, you want to properly confirm if someone **suffered a death** or if someone **perma**

"**…he/she's not coming back, isn't it?**"

Simple, clean, it gets the idea across.

Once you have confirmed a player's death, you have a job to do. You have to retrieve the pendant off the player's corp

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If a person dies right in front of you, it's pretty great. Confirming death just got a whole lot easier and you can recover t

If the now-dead player was ascended, it's common courtesy to not touch the body. Depending on some vague factors

If the player that died was not God Tier, apply the revival procedure and then wait. I mean it's not like there's a whole l

Once you're in possession of the sprite pendant, squeeze it with your hand while thinking outloud about "sup bro". It's

If the person did survive, you should return the pendant whenever you can. If the person didn't make it, well you just g

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@@@* Dealing
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I'm gonna drop it like it's hot: the majority of permadeaths in Sburb occurs when people are alone on their Land. It's alv

Sburb isn't a single-player game. The farther you go in the game, the more you need to team up. The roleplaying chap

The part that sucks is that these guys just go missing and you're not sure if they're dead or not.

Most people say that you should presume that people died when they stop showing up at the regular session meetings

I mean, what the hell, in this day and age and with the whole alchemy thing, everybody has computers. Your glasses a

This is the part where it gets tricky: when someone goes missing, you want to be able to confirm the death **indirectly**.

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The Land check is the common procedure for indirectly confirming whether people ditched you for the corpse party. Sk

A player who has died will leave behind something called a dead Land. A dead Land has a dark sky, it has no underlin

If you feared that winning the game requires that everybody clears their Land, you can sigh in relief. If you got a dead p

So forget about all that stuff for now. Right now, you just want to visit the land of a missing person to check out the sky

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A clear sky is a proof of life but the opposite isn't true. A dark sky doesn't shed any light on the situation. There are ma

For examples, maybe the Land is naturally dark. Maybe the person is just asleep all the time. Maybe it's part of denize

All of these things can make you mistake a Land for being dead when it isn't, if you only look at the sky.

Hence, if you find a dark Land then you need to explore it. Check if it's empty of life. The way that dead Lands empty th

The last thing to disappear is usually the denizen (if it is still alive). If the denizen hasn't vanished yet and you meet it, i

Additionally, you may meet the sprite of a diseased player. It will silently hand you over a sprite pendant and then it'll o

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There are going to be situations where you just don't know if someone died or not. Scouting their Land might prove too

There is a last method to clear away any doubt whether someone died or survived. For that, you need to visit the unde

When a player dies, their Land will automatically release the hoard (if it wasn't released yet). Hence, Skaia still has the

Hence, you're free to check up on the underworld. Trekking through the underground of a dead Land isn't a leasure tri

If the owner of a Land has died, there won't be any Heart in the center of the Land.

No Heart, no player. The Heart of a Land is in sync with the heart of its owner. Essentially, you're confirming cardiac a

If a player is in an… alternative state of existence, there could be a Heart in the Land that is not beating. Don't ask me

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You can alternatively seek to prove or disprove that a player died by trying to find their dreamself. Normally, they die a

It may take a few days before a Procession takes place. Like all dream events, it's dependent on the alignment of the

The Procession can also be misleading: it's possible that a player's dreamself has died but not the realself. The link on

Article: dealing with death part-2

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Okay so you have good reasons to believe that a missing person is dead. Now you're one player short. The mobius re

This is a pretty shitty state of affair. Your immediate task is to fix it. You can cry later.

Your job right now is to form a retrieval team and seek out a corpse on a dead world shrouded in shadows. It's not a fu

If your luck is anything like mine, you're screwed. Hopefully there won't be any complications while you recover the pe

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@@@*   Angels
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Normally, angels just chill around the Heart of the Land, fluttering there like moths attracted to a flame. The worst they

The problem arises when you have a dead Land. The Heart's gone and the angels stop being attracted to the empty s

If you encounter this scenario, my advice is that you act very carefully. Every decision is important when you deal with

If you have a Rogue or Thief title, this situation is right up your alley. You want to gank that pendant and olly outy witho

Note: avoid sending a corrupted player to a dead Land with angel activity. For many reasons.

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This is a even rarer bug that happens once in a blue moon. You'll probably never face it. This bug causes a dead Lanc

A Land that is angry is a world that completely flips out after the death of its owner instead of going down silently. The

Finally and most annoyingly, the "nightmare" script that is normally tied to the Psychoruins is going to leak everywhere

It's mildly funny/interesting when you're in the psychoruins but you shouldn't have to deal with that crap along with an a

My only advice here is to keep a strict policy of clean pants and find that pendant ASAP.

The angriest part of the Land will usually be around the corspe of the dead Player. It's like the Land is going batshit an

Then you can call another team meeting, show them the pendant and say that everything was a piece of cake. It was j

God I hate this glitch.

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Okay so you recovered some bling bling. Now you want to know what to do with it. Well it's simple. The unwritten rule

The purpose of retrieving pendants is more or less the equivalent of taking someone else's burdens. It's far from being

It's just more responsibilities. In other words, you're gonna carry that weight. You have a new client player waiting for y

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It's not because a corpse had a single pendant that it is necessarily that person's pendant. Sometimes, two players de

I am totally into this concept, don't get me wrong. I mean this is right up Might's alley. But I don't really advocate these

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@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@*   Anticipating death and parting
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Some people have the GENIUS idea that if they're about to die, they should leave their pendant behind. You know, the

"**I'll stay behind and hold them off. Here's my pendant. Catch you on the flip side, bro**"

That kind of stuff.

If you try to pull this hero crap in one of my session, I am going to punch you in the face. Nobody in Sburb should plan

I will schoolfeed the next asshole who tries to argue with me about committing sudoku for the greater good.

Article: dealing with death part-3

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Okay so you confirmed deaths and recovered pendants. Now you can take a deep breath and let the events sink it. Yo

When it comes to dealing with the subject of death, most people just writhe like a flagellum and puke melodrama. It's a

These people are full of shit. They don't know a single thing about death that doesn't come from a TV screen. So I'm ju

You're gonna get used to death

And it's not a bad thing.

It's not a bad thing because death makes you learn more about yourself. I'm not entirely sure how to say this so bear w

And everytime you lose someone, there's a part of yourself that is going to die. It's like something was ripped out from

It's not sad or traumatizing or anything like that just by itself, it's just a hole. But you can TELL that something is missin

So you'll find yourself thinking about casual stuff and it'll lead to thinking about someone that died and it'll lead to a voic

Yet the the thing is, you'll grow up. You'll get over it. You're just going to paint over the hole in your portrait and you'll k

I think cliché stories are harmful in that regard, they lead people to expect proper dénouement from things that never p

The looming feeling of loss that comes with death is just a concomitant overgrowth, a superficial extension to a meetin

But still there is a point of interest in all of this. It makes you discover something important about yourself that you can't

And it's the part of you that isn't defined by other people.

I mean, it's like how you can't smell your scent, or how you don't recognize your voice when it's recorded. You're blind

It's like looking at a night sky where all the stars go out one by one, until there's only one star left. You used to think tha

I don't know, maybe it's a Might player thing.

It was during my fourth session that it all clicked. It was a session wipe. You know, a session where you are the last su

I found myself humming the lyrics to that stupid cartoon that pre-installation puts on every damn universe. The show w

♪ wake up in the morning ♫
there's a brand new day ahead
the sun is bright and the clouds smile down
♫ and all your friends are dead ♪

Now that I think of it, that was when I started writing the FAQ.

I think I rambled too much.

Article: skaian magicant

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A skaian magicant is a kind of hidden area in Sburb. It consists of several small locations known as "secret rooms". Th

Many people suspect that the skaian magicant zones are something that originally belonged to another game. It is unk

I don’t have the brainitude to debate any of this. This chapter will just talk about these areas in general and their peculi

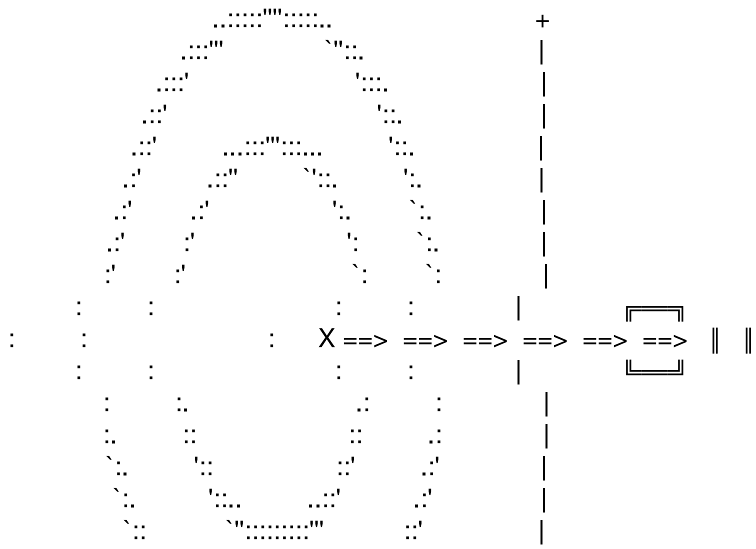
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You can find entrances to a skaian magicant pretty much anywhere in your session. For example, imagine that you’re

And then BAM.

Your hand clips through the wall.

It goes right through like empty air. We’re talking about zero collision detection, as if you were playing the shittiest piec



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       Your Land                    what the hell
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I mean wow, it doesn’t look like you’re in Sburb anymore. It’s like you just quantum leaped except without the rad blue

I’m not kidding you. A fricking gramophone.

Then you try to open a door or go up some stairs and you just find more and more of these weird rooms that make no

And there you go. You find your actual teammates in one of the rooms. Your Void Player and Space Player are chilling

"... What is this place?", you ask
"Secret rooms", they answer
"Does the session leader know about this?"
"Hell no."
"What are you guys on about?"
"Squiddles marathon. Season 2 episode 13. The episode with the mermaid."
"You guys are skipping season 3 right?"
"Season 3 sucks ass dawg."
"Yo make some room on that sofa."

Congratulations you discovered the skaian magicant.

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An entrance to the skaian magicant always consist of something solid that you walk through. Most of the time it's a wal

The most direct accesses to these secret areas are in the unfinished dungeons of the veil meteors. It's because, well,

You can also find these *cracks between the world* anywhere in Sburb. It's the equivalent of finding glitchy spots in vide

Actually, I think the fact that you can find them in the original part of the dwelling spire is even more disturbing. It implie

The potency of Sburb's glitches will never cease to amaze me.

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For most players, finding these areas is just a matter of luck. However, a few players have their perks for finding these

Void Players are the most apt for finding entrances to secret rooms. I mean, this crap is right up Void's alley. The whol

It's also interesting that, from a mechanical point of view, entrances to the skaian magicant work exactly like when Voi

After Void Players, Space Players are the best at spotting entrances to skaian magicant. It works on a different level. V

Rain Players are also pretty good at recognizing entrances to secret areas because they "smell like madness". Likewis

Regardless of special boons, there is a good trick for finding secret rooms. Look out for the shadows cast by bright obj

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The skaian magicant is a partially isolated space from the rest of the session. This has a certain effect on player abilitie

Normally when you try to scry something or teleport somewhere, distance doesn't matter one bit. Everything is treated

It's hard to explain unless you try it so you'll see for yourself: everything feels as if it's *far away*. Abilities still work, but i

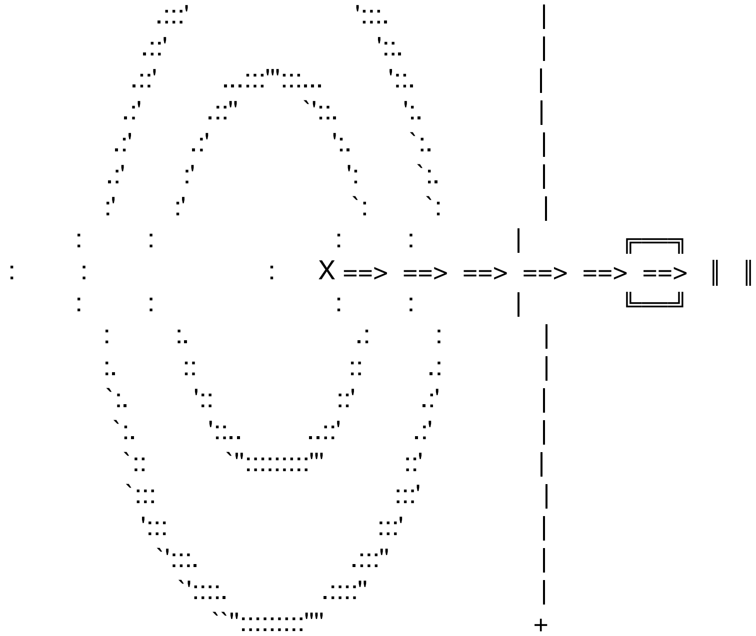
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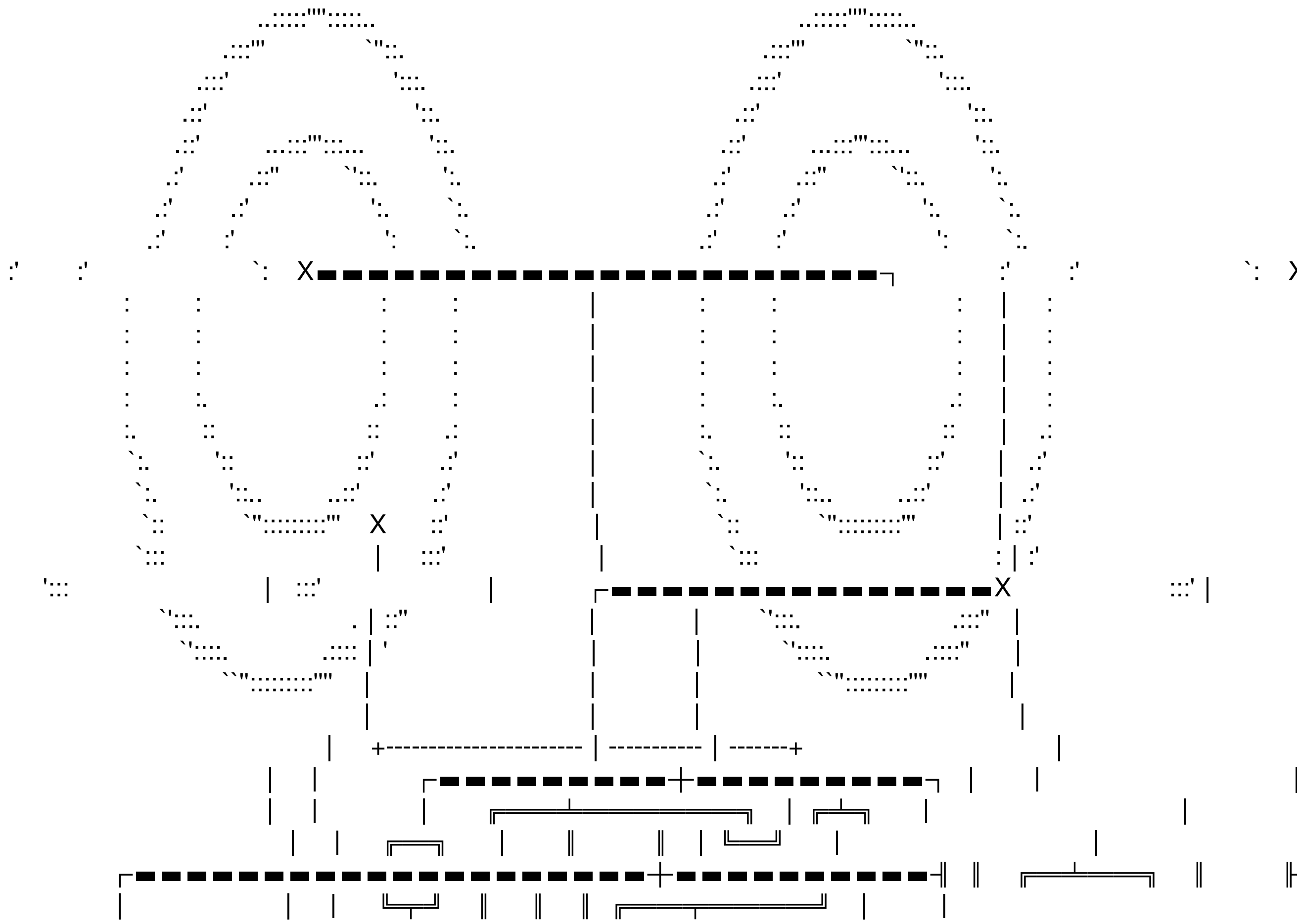
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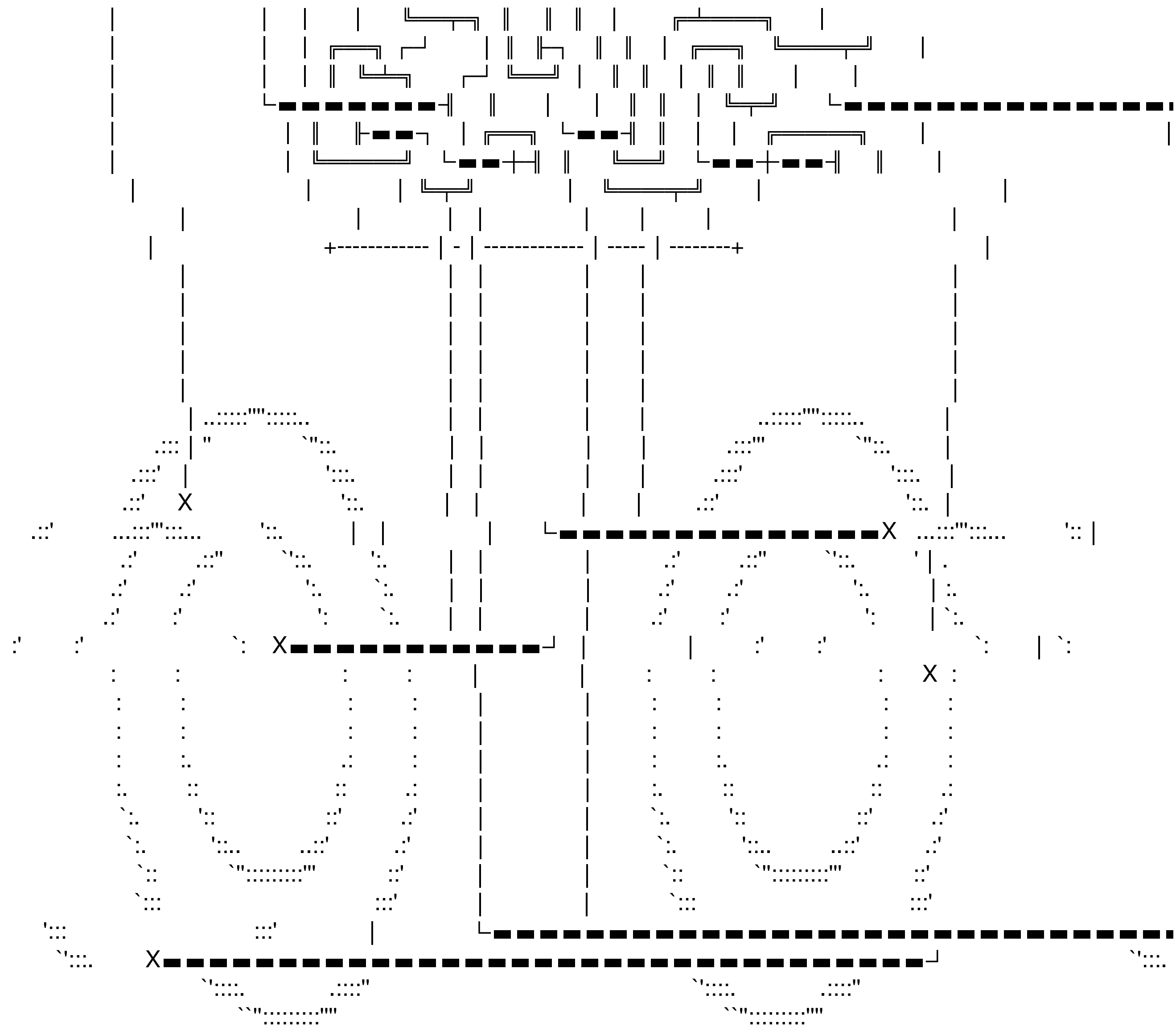
Secret rooms are part of a collective dimension called the skaian magicant for a reason; They're all connected. For exa

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You’ll find more and more secret rooms that are linked to that first one, either through the actual doorways/staircases





Hence, the more you map these things, the more it starts to look like a nexus thingy. You can create all kind of mad sh

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Sometimes the skaian magicant is crucial to the plot of a session. And sometimes it doesn’t play any role at all. Sburb

Still there are a few specific things about the skaian magicant dimension that are especially interesting.

One fascinating bit of trivia is the gramophone. It plays music made by some weird guy (who’s that douchebag anyway

There’s another interesting bit of information right here. Apparently you can also find grandfather clocks in the magicar

You may also notice that these secret rooms are very safe. I mean, in Sburb standard, that kind of safety is hard to fin

Trivia: when you talk to your Secret Consort, it’ll cryptically tell you to seek something area called the Skaian Magicant

Last and not the least: among the small and useless trinkets you can find in these rooms, there is a small chance that

pendant but it’s global for the entire session. DON’T MESS WITH THE CD TO YOUR SESSION or at least, read the n

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SBURB STUNT FAQ

Chapter Notes

See the end of the chapter for notes

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can anyone even read what im writing

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by grindinglyGodliest

sup hello hey hi yo welcome to the new extreme. bear with me for a sec cause writing FAQs isnt like the delirious bisn

back ok so this is a stunt faq because bike stunts are like totally sweet and i am SO into this. im gonna discuss how to

yeah thats exactly the stuff so okay lets do this

$$ gotta be real $$

so first of all okay no dreamself stunting. i mean woah let me guess, you got yourself a bike on your dream moon and

$$ endless grind $$

lets start with the most basic stuff I mean a baby could do this srsly but it still feel hella sweet okay so in this trick you

$$ the portal dive $$

okay so thats easy, you find a gate on your land, you find a high place and then you aim true because its gonna hurt if

$$ the cliffhanger plot twist $$

I love this one sooo much okay what you do is, you get another bike, and you put these HOT WHEELS in your syllade

$$ the power of voodoo $$

okay this one is an original i mean I had to invent a name since normal bikes dont stick to walls normally so what you

$$ the party crasher $$

this one is a classic: performing a footjam tailwhip on the royal banquet table during the Masquerade. okay first of all t

so just go and do that and now when the Masquerade starts, all of the carapace people are gonna put on domino mas

also the guards wont pay attention to you since your disguised (srsly?) while wearing a mask on your eyes so you can

so now you can get all the momentum you want before smashing in the party for the big stunt. you want to plunge thro

$$ the luc-e grind $$

okay so in this one youre gonna go to the military zone of the harbor of a dream kingdom, where its got all them battle

$$ the time machine $$

ok alchemize yourself a bike with time manipulation abilities for that one. you do a time machine stunt but then when it

$$ the around the world $$

okay so here youre gonna check up the moonjacking FAQ and youre gonna bring Derse and Prospit so close together

$$ the fake accident $$

oh boy oh boy i love this one okay so thats the cool one where you find a hole that leads to some weird creepy room i

$$ stunting in the dream kingdoms $$

okay so you noticed by now that the dream moons are the BEST places to stunt your @ss off btw thats a figure of spe

but then i was a bit bored and alone this session so i read that stuff by orbitalMenace and i was like woah you can hija

then you got the LCC and you have all those pannels and screens and levers and buttons to mess up with lunar stuff a

oh and theres a crazy sudoku puzzle that your supposed to beat in order to get past one room and brah i hate sudoku

i think that playing around with glitches and game mechanics is p-much the same as stunting. i mean theyre both thing

also i might be writing a lot now just to keep me on my feet and kickin it cause all my buddies are around my neck and

Chapter End Notes

Ignore this old thing. Future me dug this up to prove some kind of point.

Article: introduction to player commands

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Player commands are extra things in Sburb which aren’t entirely important. They are songs that you teach yourself anc

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All player commands are represented by a song that you find in the game and which you need to reproduce. These mu

In short if you want use a command, follow these steps:

==>wear the Sprite Pendant
==>think of the player command
==>play it
==>don’t be terrible

The awesome part is that your sprite pendant will glow bright depending on how well you play. It'll glow less and less w

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There are many player commands hidden all through Sburb. For example they can be played or sung to you by NPCs

That's because player commands are designed to be songs that are personally meaningful to you; you recognize them

So yeah, that’s the joke. Finding a song doesn't mean that you know how to play it. That’s something you have to teac

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This is the first command that you learn. Everybody knows how it goes. Your sprite is going to be like "looks like you’re

Okay not really. It doesn't have to go like that, I mean, not unless you really dig theatrics.

The Song of Life is a freebie and an introduction to using player commands that the game gives you after activating yo

I mean, this song isn't important just because it has the special ability of patching your health vial at a Crystalanth. Tha

No wonder your sprite wants to give that to you before leaving.

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This command is like an happier remix of the Song of Life, so it’s really easy to learn. The Song of Light is also found p

It's actually pretty damn great. Some Lands are naturally dark, some dungeons have no light, some monsters/areas/qu

Oh and there are some interesting details. This command does more than providing standard light. It increases the ligh

Another extra quirk is that, at very close range, the light will repels and destroys the Nightmare scripts from places like

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This command automatically knocks you to sleep. Simple and useful, especially if you have business to attend to in the

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I figure that this song goes here although it's a very special player command. This one isn't optional, since it's featured

The major difference is that it doesn’t require the sprite pendant. Instead it requires the Land Instrument in order to wo

There are a few other Player Commands that require the Land Instrument to work. I’ve marked them in the Player Con

The Song of your Land is also special because you known instinctively how to play it when you have your Land Instrur

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There are a few commands in the game that have a nonstandard name that isn't "Song of X". Calamity is one of them.

Playing this music causes every player in the session to have a strong sense of uneasiness, or foreboding, or premoni

Oh and one interesting detail about communication command is that they don’t *create* emotions. They broadcast wha

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There are a few commands that create temporary Gates, or return nodes, on your Land. This is one of them; it returns

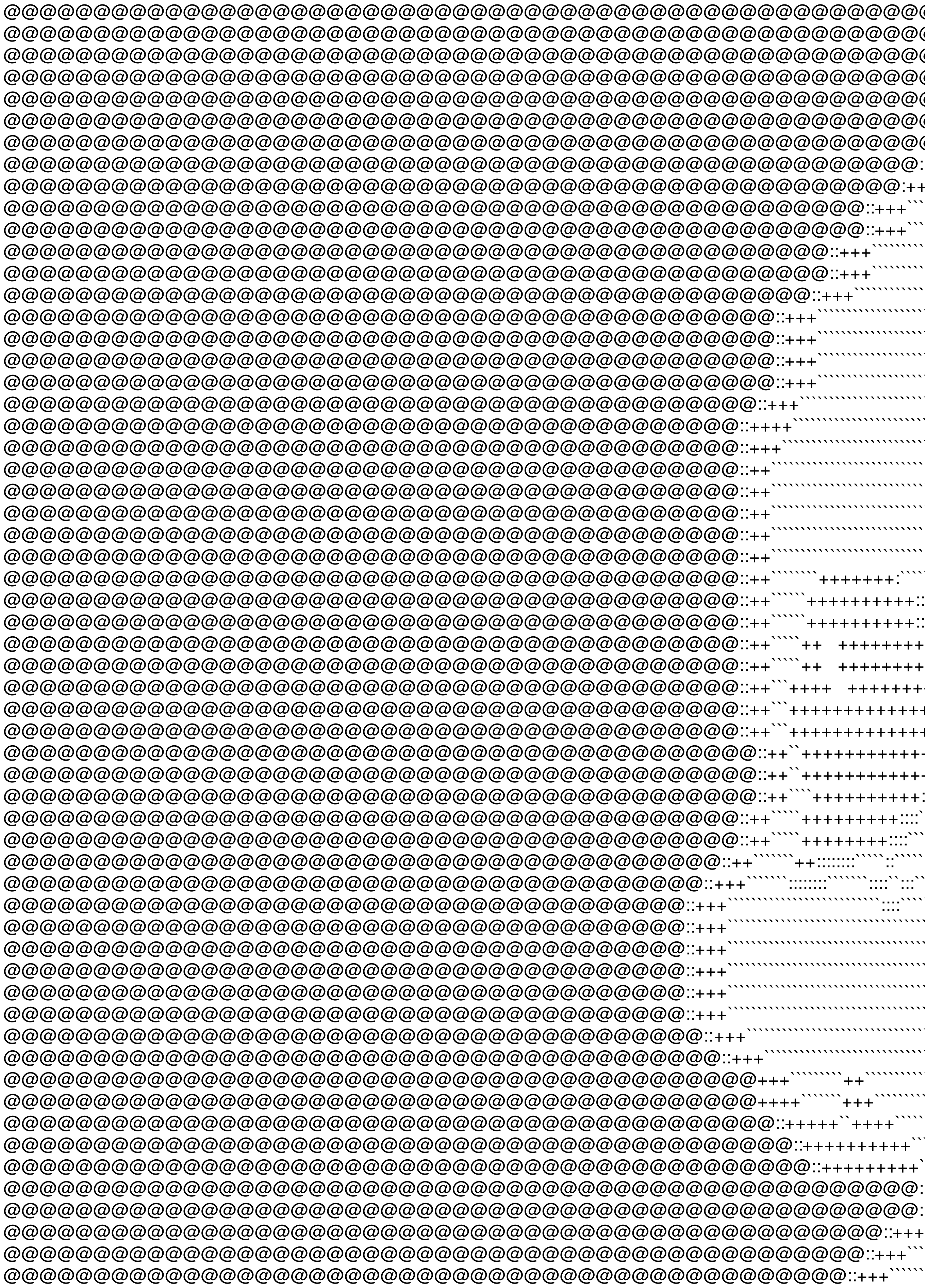
Most people suggest learning Homefree since it's multipurpose. It’s an escape tool and it's a mean to go listen to your

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There are various other commands that are optional tools for your Sburb journey. Every players have their own prefere

If there’s one command song that is optional but which I would definitely recommend, it’s the Homestuck Anthem. It’s a

Links and resources



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Sburb Etiquette FAQ by gentlemanMannerism
(to be honest I'm just dropping this so she would stop yelling at me)

Gate FAQ by cyclicPortalization

Fraymotif FAQ by FandangoFanatic's

Guide to Sburb Special Abilities by surreptitiousCartographer

Advanced Aspect Mechanics FAQ by rambunctiousCannonade

Underwater Land FAQ by sapphicAmphitrite
(she writes the hottest merman slash like srsly 10/10 would read it again)

Whisper FAQ by auscultativeConstituent's

In-Depth Pendant FAQ by circumspectiveOrnamentist

Time Shenanigans for Assholes by archaicSchooner

==>**A quick introduction to alchemy** by ghostyTrickster
Ignore the rest of the FAQ by tentacleTherapist, unless you want to make a case study on corruption

BE ALL THE THINGS (Mist FAQ) by steamboatGigalovania

Guide to Hex Editing the Universe by pythagoreanConverse
Recommended for learning how to /not/ to cause stack overflows in certain Sylladex types.

Invisible Imps And Other Amenities - a Guide to Graphic Glitches by infiniteSaturation

==>**SBURB Cooking Guide** by mutecebu

Dersian Archagents FAQ by billableBeluga

The Definitive Guide to Dreams by lyricalCroissant's

Law FAQ by loghorreicJurisprudence
Warning: it STILL had some angel corruption the last time I checked

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~ Never do anything that these guys say ~

* *

Sburb Stunt FAQ by grindinglyGodliest
(deal with it)

Moonjacking FAQ by orbitalMenace

Frog Mutation FAQ by vicissitudeCultist

Sburb Survival Guide For The Phantasmic Youngers by farcicalApotheosis
It's a joke FAQ, guys, if you fall for it you pretty much deserve it

T-he W-orld S-hall T-aste M-y Q-uirks: Guide to Spreading the Rangoon by typhoidDominance
seriously wh@t the hell is th@t guy's problem @nyw@y

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~ Recommended articles ~

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How To Make Peace With Rage by gentlemanMannerism

The Last Word on Doom by immortalIrritation

==>**Mental Support Abilities** by genesisArtificer

Luck Manipulation for Fun and Profit by cliffRacer

Land of Lava and More Lava: What To Do When Your Land Generation Is Bugged by obsidianSneakers

==>**Glitch FAQ Patch Notes** by Psiidmon

How I learned to Hack my Alchemiter and Live Happy by tungstenTinkerer

Old-Fashioned Psychology for Mind Players by lucidChthonia

Why Corruption Isn't All That Bad by telekineticApostle

Learn An Instrument ASAP by umbralSun

Seer? Start Here by rubyRubicon

==>**An outlook on Mind** by lucidChthonia

==>**Archived Forum Game** by lucidChthonia

==>**being a Guide of Life** by lucidChthonia

==>**Sound- Misc. Information** by otherwiseGent

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~ Forums ~

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http://sburb.gamebreaking.comm unity.transamphibian.com
Update: Got corrupted.
Update2: Don't bother going through archives, unless you want your computer to sprout tentacles
Update3: We all moved to the Corpse Party forum.

~~http://the.corpse.party.metaforum.com~~
Update: down since timespace stamp 97038231. The owner died (again). Moved to SBURB.org

==> ==> ==> SBURB.org Unofficial Fansite Forums <== <== <==

Miscellaneous information - Stars

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TRIVIA: Always at the wrong place at the right time

The Star aspect is the concept of inevitable and unrelenting attraction. It's the hole at the bottom of a sink where all wa

Star Players are drifters by nature. They are always dragged around the block toward the theme of their title class. Wh

TRIVIA: The power of voodoo

Star Players have minor gravity warping tendencies that manifest as soon as they start getting in touch with their aspe

Yeah it's gonna freak you out.

By the way, you have NO idea how broken that perk is for dungeon diving.

GLITCH: The Underworld is weird, what else is new

It's the same for Hope Players, but gravity manipulation is all weird in the Underworld. For obvious reasons. It takes so

ADVISE: shut up about grist-stealing and install gristorrent

Star is the aspect of attraction. Everything is allured by the Drift of Stars, and therefore, towards Star Players. That incl

It's not like it's something that they want. The grist of defeated Underlings is supposed to shoot out randomly in every c

WARNING: weird gravity stuff ahoy

Star Players use their aspect in hella weird manners. Their most direct damage ability is [Omelette Sandwich], which c

Most of the time, they abuse the low cost of [Rustless Fall] to make stuff stick together and roll up huge balls of enemie

GLITCH: Useless ability

[Serenade] does nothing. Rumored to be related to "shipping", a feature removed from the game.

GLITCH: vision problem

The scrying ability [Stargaze] has a graphic bug. When used, you only get the Star symbol in one of your eye instead c

Don't let that stop you from enjoying stargazing. It's an incredible ability for finding out what outcomes are attracted to a

GLITCH: Star travel

Star Players have a nifty travel option called [Bridge of Stars]. They rip out a spherical chunk of the ground under their

On the other hand, there's is a good bunch of bugs that accompany this ability. The chunks of Land that are moved fro

ADVICE: star travel for dummies

This is for you Star Players out there: When you decide on an anchor point while using [Bridge of Stars], your meteor w

That sucks.

The destination [**behind Player X**] works fine. If you made a mistake and named someone as a destination point, the i

TENDENCY: Drifters

Star Players are drifters. They embody the concept of attraction, so they are attracted to new places all the time. They

Being a star is not easy but Star Players are okay with it. They are okay with a lot of things. Acceptance is their schtick

WARNING: Just one another mindfuck

Star Players have the best and worst life-saving ability at the same time.

It's the reason why sessions with Star Players often have an unexplained "star" object glimmering in their Incipisphere

The complications lies in the activation condition to this super buff. Star is the aspect of acceptance. This ability is attra

This is one of the most taunting mechanic in Sburb. There are countless of people spamming Star FAQs and pointing

Stop EXPECTING it to work. You know what, forget that it's even there. Alright?

If Star Players are going to produce something big, it's [Galaxy Hearts]. It allows them to use the stats of everybody ne

Miscellaneous information - Fate

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ADVICE: Leaps of Fate

I've had a Fate Player in all of my games for some reason. I know a good bunch about this Aspect. Fate is the aspect t

Out of the two of them, I guess that Mind works in the most straightforward manner. From what I hear, it takes into con

Fate is like "screw all that thinking". It doesn't play around with rational though. It does the opposite. It starts from a fina

In that sense, Fate Players will often be inspired to do things that make no sense. They'll do something illogical and yo

So when they jump off a cliff, don't ask any question. Just jump after them. Everything will go according to Fate.

TRIVIA: Arrows, arrows everywhere

As the aspect of directions, Fate is represented by vector forces. While Mind is represented by electricity that seeks th

GLITCH: conflicting visual buffs and losing your Fate blessing

The basic Fate buff is represented by arrows appearing on a body part. Like having an arrow on your weapon or unde

The problem arises when another graphic effect tries to appear on the same area. Sburb is pretty bad at stacking stuff

WARNING: Those things are SHARP

All of Fate's direct combat abilities involve stabbing things with their big-ass glowing arrows.

Let me tell you, those things are DANGEROUS. Do you have any idea how sharp something is when it's 2D? Well the

The worst thing is, these arrows don't have an ounce of logic in them. Fate doesn't follow logical pathways. Fate is a di

Let me guess, buddy, that was all according to Fate too?

TRIVIA: Mystic eyes of arrow perception.

Fate Players have the most useful alternative vision mode in the game. Slightly better than Vision Omnifold, in my opir

This vision mode has good synergy for any title, not just for those of the Creative Class or the Tactician Class. It can te

GLITCH: A pretty useful bug

Giglops underlings can paralyze you. They make their large singular eye glow intensely and if you look at it, you're una

I'm not sure if it works with Vision Omnifold, but I know it works with Fate's mystic eyes of arrow perception.

You're free to abuse this bug. It is so annoying when you're alone and you fight a Giglop and you don't have any friend

TENDENCY: "It's all according to the unseen plan, you just have to follow the Faith of Fate"

Just shoot me please.

Berserk Trigger

Most of the time, Fate Players on a berserk trigger will just say "FOLLOW ME", grab your hand and get you the hell ou

If the Player has a combat-oriented title, it's possible that they might pull out [Valhalla]. The endgame ability [Valhalla]

Advise: tip toe around the arrows and get out. You don't want to hang around a battlefield where someone is gonna be

Miscellaneous information - Sand

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WARNING: Sand Players won't tell you what Sand does

Sand is the Aspect of deceit. But don't bother asking a Sand Player about it: they will lie their ass off.

It's not like they're antagonistic to you. Sand Players are as good a team mate as anybody else. It's just that their man

TENDENCIES: Pseudologia fantastica

If you had to associate Sburb's aspects with a pantheon, Sand Players would be trickster gods. Not that they'd ever ac

TRIVIA: Let's cut to the chase

You might wonder what they abilities do exactly since they won't be eager to tell you. Hell, they even prefer to use abili

In short, they slice things apart.

They cleave, shred, and grind everything to powder. They weaken, cutting things from their power source. They cheat,

Their combat abilities don't involve any invisible swords, wires of lasers like they claim. They don't need anything like t

This one time, I was hanging around with a Sand bro and a collosal-class underling snuck on us. It started me and I lo

Then I was like "dude where's the monster"

"what monster"

"dude there was a huge thing"

"oh it left"

"the hell happened here?"

"what do you mean? the trail? that was always there bro"

That's fricking Sand players for ya.

Berserk Trigger

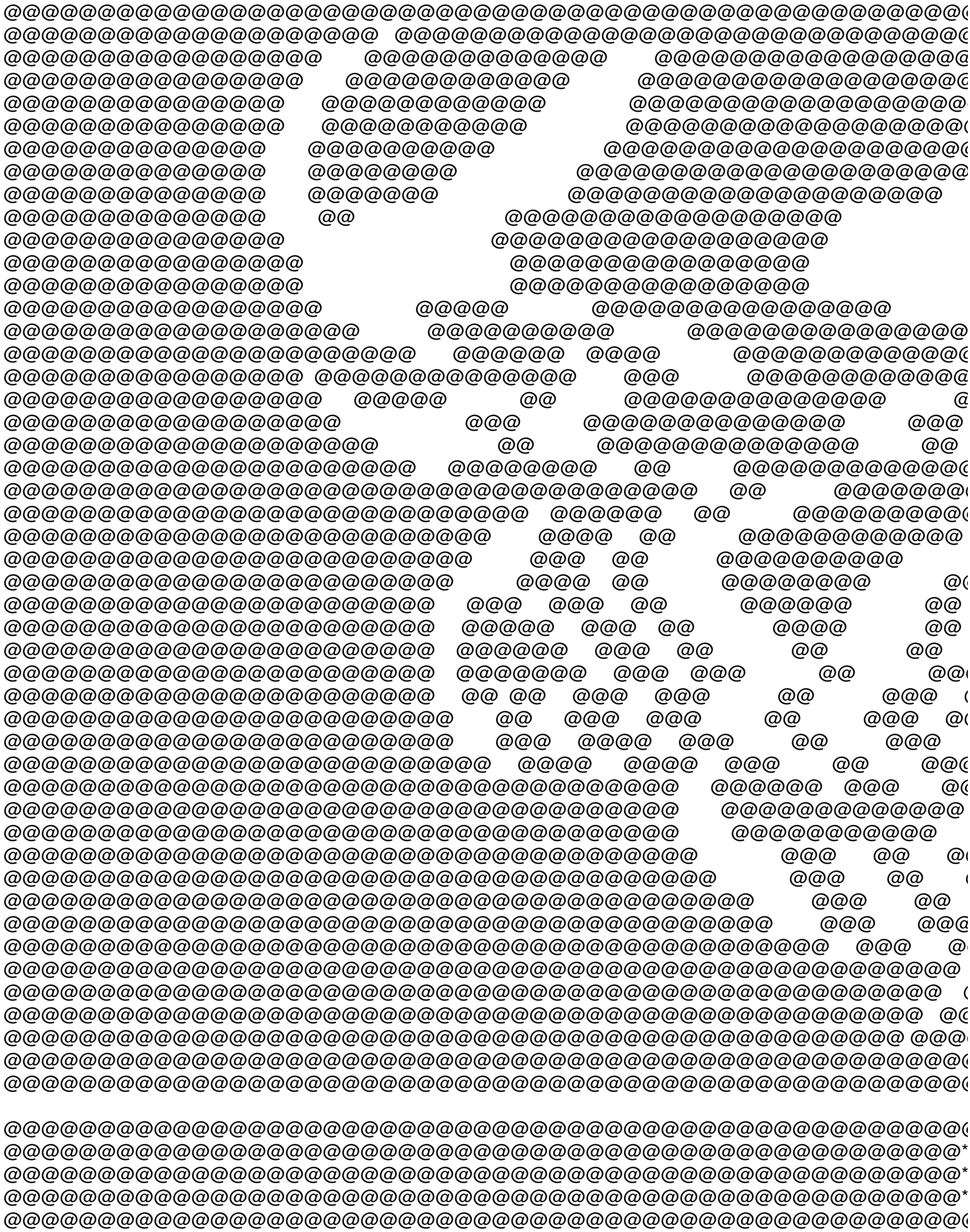
I've never seen a Sand Player go on a berserk trigger. Nobody has. We know for a fact that they do, you just aren't the

You can only tell that something big transpired because of what they leave behind them. More often than not, they leav

It seems that whatever they do to create these landscapes, it even unbinds game scripts. Land Growth is nullified ther

Looking at ability FAQs, I think the ability in question here is called [Endless Expanse]. Or maybe it's [Gilded Sands], u

Article: The roleplay system



This chapter aims to give a crash course on a fundamental feature in Sburb. Upon playing this game, you are likely to

You will be lead to believe that there is a major bug in the stat system, one which intends to mimic the full experience o

As it turn out to be, your stats are modified by a certain system that pertains to roles, a scheme which rewards those w

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In the course of your session, the success of your adventures and shenanigans will depend on your alignment with you

The reason why most Player stats are hidden in Sburb is to conceal the fact that they are not static. Or rather, their bas

The more you play Sburb, the better you will become at guessing your current roleplay coefficient. It will become secon

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It's pretty simple: those who play the game correctly will gravitate toward positive outcomes, while those who stray fror

Here, have an example of how important the roleplay factor is. I once witnessed a god tier Heir of Sand that tried to se

Well he didn’t. Dude died in 0.001 second. BAM, dead. I blinked and missed the fight.



The jury is still out on Baseballbatkind versus Scissorkind.

The reason why the godly Player was outmatched so easily is because he didn’t follow the definition of his role. First o

In short, the Player did something called [acting out of character]: he played his role wrong, his roleplay coefficient wer

Well okay you got me, the dude didn’t die for real. That crappy death wasn’t heroic or just, but you get the idea.

The scenario I described is something that happens often in Sburb: a standoff between two players followed by a one-

To conclude this introduction, learning the ropes of the roleplay system will help you manage your stats favorably. In tu

Article: Roleplaying and special abilities



Those who are new to Sburb are always surprised to learn about the diversity of special abilities in the game. That is, i

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     *    im a warrior so ill only      *    im a supporter or some shit   *    im a mage so im gonna learn    *
    *   learn to bash things          *    so i guess i support stuff    *   to shoot lasers PEW PEW PEW    *
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Upon learning this fact, fresh Sburb players will usually scratch their chin while pretending to be a really wise guy. But
That’s a good question and it's exactly what this chapter is about.

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Aspects in Sburb are a concept that Players gain dominion over. These concepts can be interpreted in many ways. As

These abilities are samples.

Upon completing dungeons, the game basically rewards you with an example of how to apply your innate powers. A s

Your task is to discover how to use these tools correctly.

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As you can see, Sburb isn't quite like a typical RPG. Players do not only learn specific abilities that pertain to their role

Of course you always expand your pluck meter even if you get crappy results. Sburb is a dick like that.

In essence, special abilities are very susceptible to the roleplay system. Moreso than any other action in the game. It d

For example, let's take a hapless Knight of Life who just started Sburb:

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Now, let's say that this Player completes a basic dungeon. He is likely to stumble on a basic healing ability. The Player

In fact, that Knight would turn out to be a great healer if he endeavored to regenerate his health vial during combat. A I

It's the reason why nearly all abilities can target yourself, friends or even foes. They are multi-purpose and context-dep

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The principle that we discussed above is something that applies for every mythological role in Sburb. No matter what r

•A Rogue of Light would do well with Vision Omnifold to find the whereabout of something and steal it. Yet the same al

•A Waste of Flow could produce a massive pyroclastic flow to bring ruins on enemies, yet that Waste would do a pretty

•A Page of Fate could use the mystic eyes of arrow perception in combat to dodge attacks and know where to strike, y

•A Muse of Rhyme would achieve great shenanigans by supporting other players with [Ice Cream In The Veins], yet th

•A Maid of Breath is perfectly suited for assisting someone by causing destruction, but that maid would do a worst job

•A Sage of Light could perform a tactical strike with a well-placed laser in the right, lucky spot. Yet trying to use [Flare]

•A Prince of Rage could use [Infinite Rage] to finish a bloody battle, yet if it was used at the start of the battle, its effect

•A Mage of Rain would find it inefficient to strife while laughing, as a Mage isn't much of a direct fighter. However, a Ma

•A Seer of Sand would be a specialist versed in discovering a weakness and creating tactics to isolate and abuse this

•A Bard of Void would use invisibility-related powers to sneak into places and perform sabotage so that it would later c

•A Guard of Stars can fall from the sky in the blink of an eye to save someone in danger, being attracted to fighting and

And it don't stop. It could go forever. The point is, it doesn't matter what Mythological Role you get. You just need to m

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Special abilities do not define the sole uses of your Aspect. You will eventually learn to wield your Aspect in any specif

However, you should keep in mind that freestyling is something that will only concern you much later in the game. You

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If you never do dungeon diving, you will only be able to use your Aspects through freestyling. Some Sburb Players wh

In theory, people who follow this approach will only learn how to use their aspect in a minimal manner that specifically

Personally I’m not a big fan of purists. I think it looks great on paper, sure. But in application, you risk too much by not

Note that even if you never touch a dungeon or learn a special ability, there is still the possibility that you lose yourself

Article: The roleplay coefficient

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We all wish that this game came out with an instruction manual. It would have one hundred chapters or something, wh

The roleplay coefficient is the result of trying to understand as best as possible how roleplaying works. In order to gras

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The most frequently touted model of the roleplay system started out as a joke theory. A person named farcicalApothec

The idea is that following your mythological role during the course of your session is like being on stage in a theater. Y

That important part of all this jazz is that Sburb EXPECTS you to create a character out of disjointed themes. It gives y

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Your cool name in the game, the Title of Aspect can be broken down in three major factors that will govern your rolepla

• Your Class •

Every title in Sburb is part of a pair that belongs to a class. You have the Combat Class, where you have to get involve

• Your Aspect •

Each Aspect has its personal idea of how you should act like. The Aspect of Might prefers that you face things straight

• Your active/passive status •

The active/passive spectrum is a knotty business. For the purpose of using abilities, some people interpret it as the dif

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There are several ways to please a roleplay factor. A theme can be fulfilled through your goals, through the tools you e

It is important to keep in mind that there are several ways to please a theme, or roleplay factors. It ultimately means th

Those are two very different things.

Like, seriously, they're really different. This shit drives everybody banana milkshake. You kinda WANT to know if your

To cut to the chase: the [of] in the middle of [Title of Aspect] is a vague link of semantic causality that is up for you to d

This gives you creative freedom when interpreting the character that you're supposed to become. You can never be su

The only thing to keep in mind is that once you have made a solid interpretation of your destined identity, the roleplay s

For the purpose of simplicity, most roleplaying FAQs suggest that you treat the Class as [what you do], the aspect as [

Article: Classes and fighting roles

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The purpose of this chapter is to help new players survive the first step of Sburb. That's the part where you get attacke

First of all, there are three archetypical ways to resolve combat: Strifing, magic and shenanigans. Whenever you are p

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  MAGIC                           SHENANIGANS
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Strifing consists of doing what you've been raised to do during family disputes: you wield a dangerous object and flail

Magic consists of using your Aspect aggressively to make a problem disappear. Focusing purely on magic during com

Shenanigans are something that we're all familiar with. It's your favorite expedient to bullshit your way through. The a

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Now that you know you have to choose between strifing, magic and shenanigans, you just need to know which one of

For example, a Rogue belongs to the Displacement Class. This Class deals with the movement of properties. As you r

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On the other hand, some Titles have a more hybrid path. For example, the Prince belongs to the Destroyer Class. This

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Without further ado, I'll just info-dump the combat proficiency of each Class and the thematic reason for their preferent

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• Combat and Protector Class •

These guys fight things, it's not complicated. If you landed either of these Classes, congratulations, your test of mettle

• Cataclysm and Cryptic Class •

The Cataclysm Class favors violent change and upheaval. Surprise: it likes when your Aspect is used toward explosiv

• Displacement and Creative Class •

The Displacement Class is all about manipulation and craftiness. This class owns every pieces on the board, plus the

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                  MAGIC                          SHENANIGANS
                              TACTICIAN CLASS
                              EXPLORATOR CLASS
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• Inheritor and Performer Class •

These two classes are defined by the same gimmick: they are naturally over-the-top at both magic and combat but the

• Champion and Destroyer Class •

The Champion and Destroyer Class are like conditional fighters. Their job is to strife but with specific goals in mind, he

• Tactician and explorator Class •

Both of these Classes revolves around about magic and innovation. Hence, it reflects in their combat operandi. The Ta

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It's important to keep in mind that this chapter is an overview of the preferential treatment of Classes for the **purpose o**

For example, the Champion Class is portrayed as half a brawler and half a brainiac in this chapter. However, given the

Article: Roleplay parameters part-1

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The cryptic nature of Mythological Roles has a history of creating fears and misconceptions. Many new Players are as

"How can I explore my Land if it is brimming with all these underling monster things and my role says that I'm not a figh

These players then spit on their title of Guide of Mind, or Seer or Life, while they suppose that the peeps with actually c

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In Sburb, roleplaying is defined by the nexus of alternatives that lies before you. The roleplay coefficient exists only to

==>OPTION A = ? result
==>OPTION B = ? result
==>OPTION C = ? result

One of these path is going to give a better result than the others: that's the path that is more in tune with your Sburb ro

However, not everything that you do will be the result of a meaningful decision like that. There are many things that yo

Hence, you don't have to bash yourself on the head over situations that you think are just plain unfair to your role. In fa

For example let's say that you are a Knight. You visit ruins on your Land and face a puzzle to solve. You are not suppo

The converse also holds true. Even if you are a not a fighter, you will find yourself in situations where you have to fight

In short, if you don't face any meaningful options, then your actions are not particularly empowered nor disadvantaged

For that reason, it doesn't matter what role you get. You can perform your Land Quests and go on to be the big hero tc

Also, it's all kind of insulting when you aggressively insist to help others. It implies that they are useless and it sucks. I

He got smacked around by a fryingpankind abstratus for his trouble. That inspired him to be less shitty in the future, sc

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The key to your success with the roleplay system is to always evaluate your options.

Following your role is all about making decisions that are not intuitive. The only way to do that is to round up your alter

But first, you need to get a feel of what kind of things your roleplay factors respond to. That is: your Title, your Aspect a

==>OPTION A
[□□] ? %

==>OPTION B
[□□] ? %

==>OPTION C
[□□] ? %

And then with your experience and guts feelings, you approximate how much each option fits your role with some kind

==>OPTION A
[█████□□□] 10 %

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[██████████□□] 20 %

You do that, and then you do what option B says. It look deceptively simple and easy on paper.

It isn't.

In this game, roles are distributed to challenge you. The correct path is often going to be the one that makes you think

It's better not to wish for the sanctuary effect to fix your maturity problems. The sanctuary effect applies to insignificant

I stopped keeping track of all the hidden morals.

The bottom line is, the roleplay system is like a big joke. It artificially creates a reward-punishment system that will wee

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Is it a metaphor for growing up or just another instance of Sburb being insane? The world will never know.

The funniest thing about it is that nobody is FORCING you to follow your Mythological Role. It's something that you de

In that sense, Sburb is like a game of life. Life isn’t fair. Some people have it easy and some people have it hard. Som

The only fairness in Sburb, perhaps, is that nobody has such luck.

Everybody gets the worst match between their role and preferences.

Most new players will look at their Sburb role and think "well I don't get it". You're going to do that too. It's normal; mos

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Exiles are carapace folk who are in the future and the past at the same time and they're chilling with some kind of mag

Yeah I wish I was making it up but that's an actual parameter in the game.

Without getting into details: exiles are there to help you. They use their console thingy to urge you to face your challen

Another thing that they do is that they command you to stay strong and live if you ever try to kill yourself. The exiles th

Technically you're only supposed to get high-ranking agents of the dream kingdoms as exiles. Since Sburb is all bugg

Miscellaneous information - Hope

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TRIVIA: what kind of power is rejection

Hope is the concept of warding, to avoid saying rejection and denial. It conceptually denies things and is physically inte

ADVICE: The most exploitable minor ability in the game

Hope Players learn relatively early a minor cantrip that looks inconsequential at first. It's an inventory management too

This is the most broken low-level ability in the game. Period.

I didn't understand at first why my Hope player filled his high-yield Sylladex to max capacity with washing machines. I r

Why would you need any other fighting ability than being able to throw washing machines with a finger snap?

I had another Hope Player that alchemized titanium dishwashers. I don't think ANY situation ought to call for fifty titaniu

WARNING: Backward abilities

There are a good deal of Hope abilities that are counter-intuitive because of Hope's denying nature. For example, [The

Then you also have the Hope abilities that scales depending on situations. For example, [Light Up The Night] gives an

Then you also have stuff like [The Will Of One] that gives a moral boost inversely proportional to low moral. Hope Play

GLITCH: Dreamself bug

It's probably due to Hope interferences: the attraction field that confines dreamselves to their dream kingdoms until the

GLITCH: Graphic bug with Hope symbol

The aspect symbol that glows on your body (it’s called an ideograil if you care) is bugged for Hope. It doesn't stay on t

It's not a problem when the aspect symbol doesn't appear over any clothed body parts. For example, the basic "crushi

However, once you learn [Light Up The Night], you’re gonna want to cast it at the start of every boss battle. It makes H

WARNING: the perfect defense becomes self-offense

[Dreams Don’t Die] is such a powerful rejection-based defensive ability that it even blocks friendly abilities from helping

TRIVIA: The quest never ends

Hope Players have the unusual ability [Hope Rides Alone], a passive ability that basically negates the Audience Effect

TRIVIA: god damn pretty bastards

Your Hope players are going to be clean and pretty while while everybody else is roughed up and dirty. You can blame

Note: I’m not sure if it’s related to this, but I also had this Hope player who was all like "sup I’m dazzling" and he was a

Advice: clearing confusion on a combo ability

I think it's one of most common question asked in Hope FAQs so I might as well address it here. The ability [Either Wa

Also, because of a weird bug, [Either Way It's All Gonna Burn] always auto-cast when the Hope Player dies. That rejec

Tendency: Denial, contradictory, etc

Don’t get into any debate with Hope Players. They win the argument, alright? They just win. Let them win, please.

Berserk Trigger

Most of the time, your Hope buddies who lose control are just going to give a lot of support or hope-blast something int

I do know that the Aspect of Hope is supposed to have an ungodly broken ability called [Sepulchritude] but it... rejects

Article: Roleplay parameters part-2

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The roleplay system produces lesser effects when you are stranded. To explain it graphically: when you are hanging a

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But when you are alone, the variations look more like this:

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This is something called the [Audience Effect]. It means that when you are frolicking by yourself on your Land, the role

This is a double-edged sword, as it will increase both the positive and negative effects of the roleplay system. It is, hov

The act of hanging around with another Player so that you may both increase your roleplay coefficient through each ot

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The roleplay coefficient does not always reset to a default point between events. There is always a small fraction of rol

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               #    ++     +  +    ++    ++    ++
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But rather, it can gain and lose ground like this:

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Making the right choices many times in a row rewards you in the future. The small bit of roleplay coefficient that is carr

This roleplay parameter is the reason why you should always try to act in character even if you don't NEED to. It will be

Okay I'm gonna use a random example to illustrate it:

Let's say that a Rogue of Fate is chilling on someone else's Land. Now she wants to find her group of friends, who is e

Now, the Rogue HAS enough Pluck and Flummoxie to use her Aspect in this slightly inefficient manner. She can do sc

But consider this option instead: the Rogue of Fate stomps down her foot and decides this: [I want Fate to guide me to

This is more like what a scoundrel guided by instinct would do. In this case, the Player takes full advantages of the role

Adding extra reasons and motivations is the best way to utilize your Aspect efficiently. Keep in mind though that you ca

Of course, this is just a specific aspect of roleplaying. The Rogue of Fate could just wait for a specific situation that fits

As a more extreme example of roleplaying:

I once had a session leader who was a Mage of Space. As you would expect from anybody in the Cryptic Class, he wa

Oh no, that would be too easy.

The dude wrote puzzles-poem-things in something called Riddler's Gammon and he left them discreetly on everybody'

As if we didn't have ENOUGH puzzles already.

Okay so yeah I wanted to commit Sudoku each time I found another of these damn things on my fridge, but on the flip

So hey, it's specifically because he acted weird that he could do crazy stuff which all turned out alright. After finding all

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The further you are in your Sburb playthrough, the harder things will become. Sburb has a pretty ugly difficulty curve.

Average difficulty VS length of session

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The roleplay coefficient isn’t just a matter of advantages. After a while, it becomes a requesite to your survival. The sta

Because things just keep getting messier, no matter the session.

It is generally considered safe to play solo up to the point where you finish the Terraforming sequence. Once you play

Eventually it still won't be enough: you'll have to forge [Unbreakable Unions] and act like your role.

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You could say that the point of the roleplay system is to provide subtle conditioning to allow you to survive the endgam

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At the base, everybody starts as the Dude of Guys. By the end of Sburb, you will be a fully realized [Title] of [Aspect]. `

Article: Unbreakable Unions

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The basic strategy for swagging through Sburb is through a unit called an unbreakable union. The principle is simple.

There are three flavors of unbreakable unions depending on the active/passive status of the players:

A party of two active players is like a hotblooded competition where both two participants yearn to out-perform the o

A party of two passive players is like two battle brothers who got each other's back. It's pretty daunting to keep up th

A party of a passive and active players is a very popular choice. The active player is challenged to take charge and

Most basic guides suggest that you seek to pair players in an active/passive pair. I also think it's a good place to start,

I think active/active pairs are somewhat of a rarity. Or at least, they were in my games. I think it can work fine, albeit th

Just to warn you, it is a god damn science to pair Players efficiently and predict the effect of their combined themes.

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You cannot spend the entire session in the same unbreakable union. I mean, I guess you can if your session is so bu

In term of game mechanic, it means that the audience effect eventually goes out like a candle that burns itself out.

Roleplaying is all about having an audience and you cannot entertain the same audience forever. Once you have bec

So what you do is, you trade a bro fist with your partner and then you both go hang out with other Players. Preferably i

Or what you ***think*** that you're not.

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A [Unite Synchronization] is an overpowered combo ability which involves two Aspects. Unlike other abilities, this is no

It's pretty much the game's alarm clock for saying "time to say good bye".

You and your partner generally learn the unite synchronization during a key event. You know, when shit hits the fan ar

That feeling is transcribed on the unite synchronization that you learn on the spot.

Unite synchronization themselves have varying and potent effects, generally compared to a Berserk Trigger but with m

On the other hand, it's also like some sort of promise. It's a promise that you and your bro are gonna shred some maj

To learn more about how Unite Synchronizations work, I suggest checking out the **Advanced Aspect Mechanics FA(**

Miscellaneous information - Rage

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TRIVIA: Hella misunderstood aspect

Rage is a misunderstood aspect. Like many other aspects, Rage's given name is sinuously related to its true nature. It

Rage is the aspect of authority, control and influence. It boils down to changing [**moods**] to make things behave like yo

It's not exactly mind control and more like a form of power over events. Rage Players can say [**ok this should happen**

For example, the reason why Rage Players can ring up a frenzy during strife is through basic abilities like [Infinite Rage

It's also why the aspect of Rage and Heart are paired and opposite to each other. While the aspect of Heart changes s

TRIVIA: Rage can do what??

Rage takes the path of least resistance to make reality comply to its orders. By default, it tries to influence the mentality

Rage has no problem with being focused into a specific target, even an inanimate objects, to make it comply to an orde

TRIVIA: Writing in purple

You can tell when Rage powers are concentrated into a target to the point of fucking with reality: it is surrounded by wa

Rage's ability to mess with code lines is similar to what Heart does, although it works from a different angle. Heart is m

WARNING: it's not that they hate your eardrums but...

Rage is the aspect of authority. That means, Rage Players have to channel the concept of authority. They have to say

The yelling thing is funny. As a challenge, the aspect of Rage is often given to Players who have no authority or who ju

GLITCH: Broken graphic on alternate vision mode

The ability [mIrAcLeS] is an alternate vision mode that lets Rage players see all kind of colorful auras around people. I

Anyway: this alternate vision mode, aside from having a weird-ass name, is graphically bugged. Instead of just replaci

GLITCH: "Fuck that I'm just gonna explode"

There are some game abstractions that explodes when Rage gives them orders (especially crystalanths). People tried

This is surprisingly efficient. A lot of Rage Players exploit this glitch for combat purposes. Plus, it clears all the crap tha

WARNING: Be careful of what your Rage Player gives you

All players can randomly create items with elemental properties during their alchemy session. Items alchemized with th

WARNING: Internet conductivity

If you try to block a Rage Player on your chat client, they can speak to you anyway. Hell, if your chat client is offline an

Tendency: Getting what they want

[**this section has been removed at the request of gentlemanMannerism**]

Berserk Trigger

The only bad side about berserk trigger from Rage Players is that it makes them cast high-level abilities that are some

Additionally, some Rage Players slips into a berserk trigger through [Infinite Rage] when the ability decides to live up t

Article: NPCs

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A successful session requires an healthy amount of preparation. Players have to keep dancing between unbreakable u

There's just one important thing to remember about preparation in Sburb: it's not going to work smoothly. Weird plot sh

This can lead to a problem: your next unbreakable union partner might be unavailable due to being in various states of

You can remedy this kind of situation easily. You don't have to play with other Players all the time: you can opt to play

Any NPC can potentially follow you. It's just that most of them don't have any reason to do that and therefore they won

On the other hand, there is a certain selection of NPCs which are spawned with scripted events to make them join you

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Sburb r-NPCs exist because the game re-uses certain scenarios and characters when it generates a session. The mos

There are different kind of r-NPCs. Some NPCs are identical in every session to the point of being carbon copies, like t

There are also r-NPCs (the consorts) that are like a character archetype. Their location and outward appearance depe

It is generally easy to recognize r-NPCs once you have read their description. Finding them can be harder. You need t

In short, Sburb r-NPCs can be seen as the equivalent of [**party members**] that you can just go and pick up when you h

The official term for hanging out with NPCs is called [**wacky antics**], although I've seen some people use unofficial ter

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There are basically three classes of NPCs that can join you in your adventures: carapaces, consorts and underlings. I

The event flags for making Carapaces and Consorts join you in your adventures can vary from the simple to the esote

Either way, once a NPC has joined you for [**wacky antics**], you can disband the party and put them on standby. You c

Keep in mind that some NPCs can only be recruited during a special event, and sometimes you only get one chance t

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I have to confess that NPCs aren't my area of expertise. I'm trying to save some time for learning more about them but

As a result, this NPC section is far from being complete and **future me** is being strangely silent on the matter. I'm just

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NPC Name ==> **Jack Noir**
Location: •Derse, at the Royal Palace (during work)
•At the Liquid Negrocity jazz club (between missions)
•In your bedroom (stabbing you)

Jack Noir guy seems to be the pop star of the NPC world so I might as well start with him. Everybody loves Jack Noir

Alright, I'm gonna put aside that minor detail. Jack Noir has some positive points. First of all, he's easy to recruit, you ju

Special trigger: Jack will perma-join you if you [**show reverence**] to his stabs. I don't know how the hell that works. Do

Name ==> **SW**
Location: Prospit, Royal Palace (east wing, most of the time)

Like most dreamfolk NPCs that aren't special agents, this carapace doesn't have a specific name. This fellow is called

SW is a towering guard that stands in a hallway of the royal palace. To recruit him, you have to sneak him some food f

Name ==> **DM**
Location : •Prospit, the Aimless Morning Gold disco bar
•Royal Palace (Masquerade)

This NPC is alright. He's some sort of breakdancing maniac, always spinning and kicking while upside down. He's call

DM can be found at the same disco bar that the Prospit special agents waste their time at. He can also be found at the

NPC Name ==> **Draconian Dignitary**
Location: •Derse, the Liquid Negrocity jazz club
•Being lazy around the royal palace

This is one of the Derse special agents, the tall weirdo. He's somewhat lazy. He can only be recruited by female player

NPC Name ==> **FM** or **PM**?
Location: • Prospitian Post Office
• Variable (during deliveries)

I can never remember the right initials for that one. Anyway, it's a postwoman carapace. She looks normal at first but d

Okay so: the postwoman seems to be a good travel companion if you ask me. She's above average in all aspects and

NPC Name ==> **HG**

Location: ???

This HG fella is called stuff like Hackneyed Genius or Hoarding Grumbler. He's an average-sized black carapace that s

Note: HG automatically draws maps of every area you explore. And I think that he can scan for traps with one of his m

Note: I never asked where people find him but it's probably around the Dersite Mad Engineer Guild.

NPC Name ==> **Miss Taylor**
Location: Prospit, the Clothes Shop

This is a NPC that I personally used a lot in my first game. The Clothes Shop can be found near the anchor point of Pr

Miss Taylor doesn't have any special combat bonus. In fact she can't fight at all. When there is a strife going on, she ju

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NPC Name ==> **the Dishonored Consort**
Location: The consort hamlet (the closest consort town to your first gate)

The Dishonored Consort is a little dude that has [**dishonored its ancestors**] because of some... unusual choice. You l

After the Dishonored Consort's redemption, it will freely offer to accompany you. It's often the first NPC that people hav

Note: if you walk too close to the Denizen Lair, the Dishonored Consort will squeak and run away. You can find it agair

NPC Name ==> **the Secret Consort**
Location: Variable. The Secret Consort wanders between villages along with its little fan club.

The Secret Consort is an important quest-giving NPC. Normally, you just run after it from villages to villages to receive

From what I've seen, the Secret Consort always talk big about its great and mysterious powers. When it comes to strifi

Note: the Secret Consort cannot cast abilities anymore if it isn't wearing the Cult Item, so be careful. And yes, **beholdi**

NPC Name ==> **the Heroic Consort**
Location: The consort capital (largest consort town)

The Heroic Consort is found beating stray imps (or trying to) in the largest town of your Land. It will auto-join you if you

Note: The Heroic Consort's appearance is a night event. The HC removes its cape or scarf during the day cycle and ta

NPC Name ==> **the Famous Consort**
Location: ha ha ha good luck

The Famous Consort is ultra famous. But why? Nobody knows. When you talk to consorts, they will sometimes mentio

The joke is that the Famous Consort doesn't LOOK special. It's a completely normal little dude. Even when you speak

Once completed, this sidequest gives a huge chunk of Land Reputation. The Famous Consort will give you an autogra

This consort doesn't do anything special, it has perfectly average stats. The real advantage comes from the fame. Wh

NPC Name ==> **the Consort Knight**
Location: Hall of the Consort King

The Consort Knight is a brawny consort that typically wears some kind of protection on its head. It's more often a cook

You can only recruit the Consort Knight during the Feast, a one-time event at the Hall of the Consort King. Be careful r

Once you have recruited the CK, you can discharge it from duty immediately. The Consort Knight will accept to join yo

Note: I've seen the CR do a pretty great job with a Witch and a Guide, so I guess it has good synergy with active roles

NPC Name ==> **the Pirate Consort**
Location: •a small shack typically found on the outskirt of the Consort Capitol
•Sometimes found on a raft or ship when you have a Land with large bodies of liquid.

The Pirate Consort has a great perk. He's 99% immune to damage. It has something to do with being a pirate and shru

You are given the option to recruit the Pirate Consort after you finish the treasure quests. Oh yes, the treasure quests.

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NPC Name ==> **special case**
Location: Anywhere on your Land

Friendly underlings are managed through a special feature called Captcha Cardmonsters. It's some dorky thing that inv

From what I've heard, the Captcha Cardmonster feature is riddled with bugs. Oh, the basic system works fine. It's the e

•Note: Unlike other NPCs, Underlings have their own echelader and can become stronger. On the other hand, they sta

•Note: There is a big disadvantage to underling companions: they cannot speak. They can only grunt and poke and ge

•Note: Underlings don't have names. You have to give them a name when you capture them. For some reason, the na

•Note: Don't try to captcha an Ohgodwhat, it will corrupt your monster data.

Miscellaneous information - Law

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Trivia: the aspect of "stop doing that"

Law is a methodical aspect that is all about restrictions. It stands as the opposite of Light. Light is about opening paths

For example, a Seer of Law has knowledge of dark omen that lies ahead which must be avoided. A Dame of Law fight

All things considered, Law is an aspect that seldom draws attention in FAQs. That's because it is surprisingly stable ar

No matter your title, the common denominator is that always Law involve something being [roped off] in exchange of fe

GLITCH: a slight identity crisis

It's a minor bug but in some sessions, this aspect is called "Keys". I don't know what's up with that. If you've got yourse

I think it has something to do with the version drift theory. Like, this Aspect used to be called Keys. Or Keys used to be

TRIVIA: chains or flowers, you decide

Law is associated with a distinct visual effect that looks like some kind of chain. Well it's not exactly a chain, it's hard to

A lot of time, you will see these chains when a Law Player is involved with a [**promise**]. The promises of Law Players a

Since these (+) symbols are a little curvy, some people see them as a ring of flowers. So yeah, depending on how you

It goes without saying, the chains bound to a promise are more than than just a reminder. The aspect of Law is empow

While the chains are typically associated with promises, many Law abilities will temporarily summon them as a visual e

WARNING: Law tacticians and their dark omen

Players that have a tactic-oriented title have a good synergy with Law's scrying ability, [Negative Aperture]. It readily pı

The powerful dark spots that you need to avoid are like magical taboos. If you avoid them, you are certain to be blesse

It just sucks when you geis is something like having to block someone from your chat client. Or not being allowed to us

Aside from geis-guessing, being able to see negative karma with [Negative Aperture] has many applications. Even for

The most important warning that comes with Law divination is that it looks fricking silly to on-lookers. Oh, it all make se

TRIVIA: all-or-nothing fighters

Law's strength on the battlefield mostly comes from something called [**vows**]. The basic ability [Unsheath'd] will teach l

In return, this means that Law warriors are binary. They are a wraith of justice to a particular kind of foe and powerless

Whenever Law warriors are contrived to an unexpected situation, they need some time to switch their specializations.

WARNING: Go ahead and make my day, punk

I don't know if it's because the Law Players I saw were just good, but I think Law has the best counter-ability in the gan

It also means that unpredictable enemies are their anathema. One time I saw a Knight of Law attack a Bard of Rain. T

TRIVIA: The kind of asshole that changes the rules of the game until they win

Law Players that dips in heavy magical territory will have a field day with cursing. A curse is like the opposite of a bless

Technically, curses are something called [**rules**]. That's because they are not innately negative. They are just outcome

More poweful than a rule, a Law Player can craft something that is serious business: a [**sentence**]. It's like when Light

A sentence is not a conventional attack. It doesn't hurt enemies. Rather, it is a condition that causes enemies to inflict

ADVICE: A killer combo.

I heartily recommend that you abuse the combo of luck manipulation and one-hit-kill abilities. Cursing people will great

I once saw an Unbreakable Union of a Space Player and Law Player that abused this combo. The Law Player cursed a

TRIVIA: Having the law on your side

Supporting with Law can take many shapes. It can infuse promises with power, warn about bad luck, craft vows for oth

No seriously, people get addicted to that stuff. I had a Grace of Law in a session that was constantly bothered by peop

At one point, the Grace got pissed off and gave a [sentence] to an insisting asshole. He blew up his own arm. People s

Aside from the usual vows and promises, supporting with Law can also make great use of the mental buff [IRRRRRRF

Let's say that you decide to go chill on your Land to happily eat your own body weight in chocolate. No problem, nobod

Guess what: a Law Player declared that the good taste of chocolate was off-limit to you. Law Players like to make peo

You are free to go punch these guys in the teeth to thank them for their "help", but you really shouldn't. The Law Playe

Berserk trigger

Law stops being fair and balanced when it comes to berserk trigger. When they go bonkers, Law Players often start ch

Normally, there is a point where you want to STOP sacrificing something in order to get something else. Let's take a B

- I'm going to punch hard, but I can't kick
- I'm going to punch hard but I can't cast other abilities
- I'm going to punch that guy hard right now and cannot decide to change my mind for any reason

And then it will eventually start becoming stupid:

•I'm going to punch that guy hard but I cannot stop trying until I die

•I'm going to punch that guy so hard that I'll break my arm

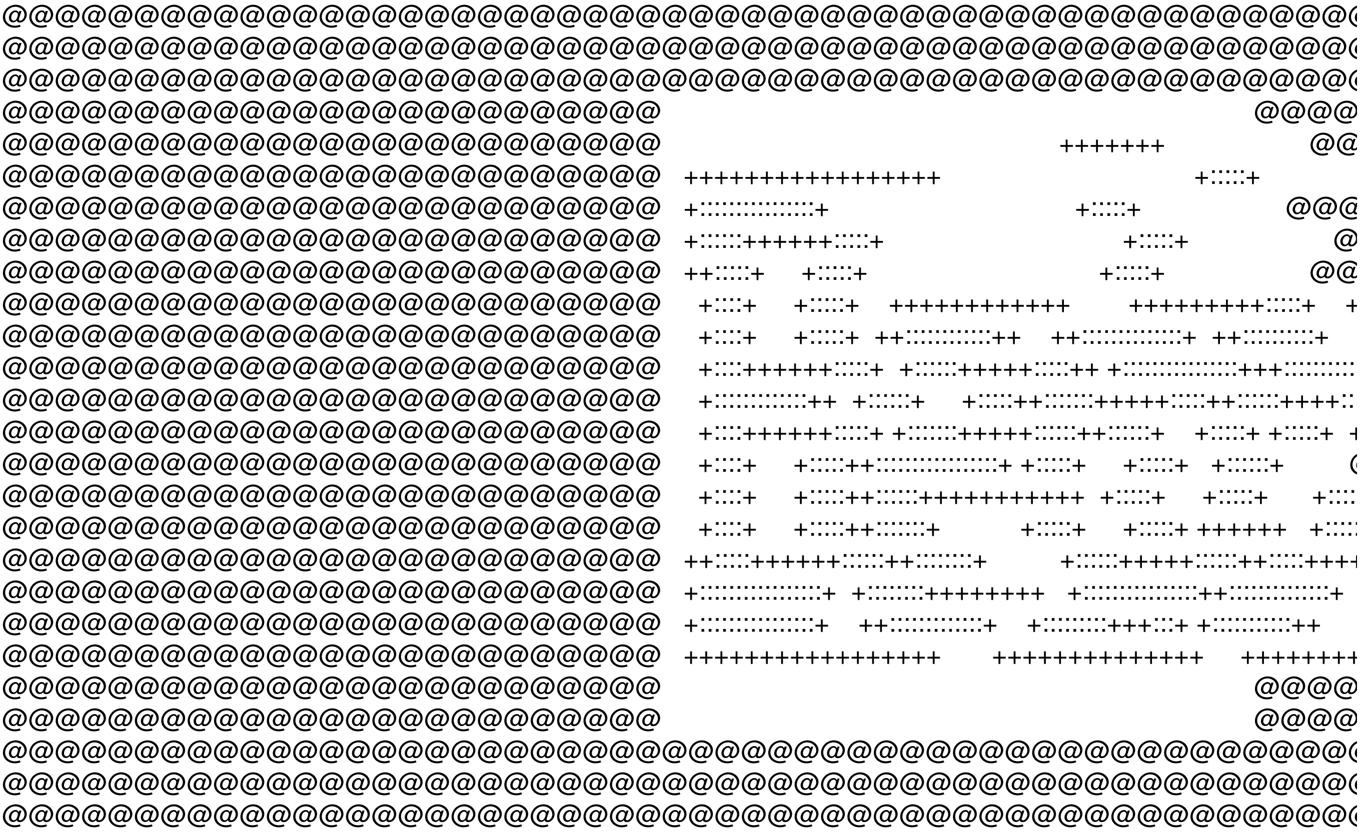
•I'm going to punch that guy real like a psycho and then fall in a coma for three months

•I'm going to punch that guy THROUGH SKAIA and then MY HEART WILL EXPLODE like an OVERCOOKED POTAT

So yeah, that's a little problem. You can tell from a glance that there is something wrong with this vow: it doesn't create

Now, the most disturbing part is when a passive Law Player goes bonkers and is SUPPORTING you with this thing. Th

Article - Bed objects



Intro

Let's start off by saying that you are going to do a lot of sleeping in this game. That means, you're going to do dangero

Incidentally to all this sleeping business, the game will generate a number of magical beds scattered through your ses

This chapter will introduce you the mechanics, properties and glitches of bed objects in Sburb.

To be honest, most bed objects are not terribly important. In fact, if you have read a couple of playthroughs already, yo

First of all, the majority of the beds you will come across are land beds. These are vanilla beds that grow around your l

Types of bed found in Sburb

Land bed

Frequency: very common

Where to find: scattered through your land

Looks like: [stone altar + headboard]

Good for: sleeping

Quest bed

Frequency: is a unique land bed

Where to find: At the top of a pillar, under a marker called the glow shape

Looks like: [stone altar + headboard + aspect symbol + four spires]

Good for: sleeping and getting killed while you sleep

Puke bed GLITCHED

Frequency: quite rare

Where to find: randomly spawn on someone's Land

Looks like: a land bed that spawned incorrectly, half-melted like warm butter

Good for: making you sick and showing you how these beds earned their nickname

Coma bed GLITCHED

Frequency: quite rare

Where to find: randomly spawn on someone's Land

Looks like: a land bed with your aspect symbol repeated on it over and over

Good for: having a seizure and falling into a coma for three months

Note: is part of an unfinished feature involving seasons. Not sure what it's about but you get stuff like winter beds or spring beds. They aren't supposed to be generated and they carry incomplete bits of code.

Note: avoid unless you wanna focus on doing dream quests for the next months.

Dream bed

Frequency: unique

Where to find: inside your dream room at the top of your dream spire

Looks like: Some kind of copy of the bed in your own bedroom.

Good for: it's the default spawning point of your dreamself.

Note: Technically, the real dream bed is a slab underneath

Reverie bed

Frequency: rare

Where to find: hidden around prospit and derse

Looks like: [stone altar + headboard + four spires]

Good for: learning dreamself abilities

Crypt bed

Frequency: unique

Where to find: inside the player crypt on prospit and derse

Looks like: A slab of stone. That’s it. Yup, it's the ultimate bed of destiny and yet it looks worse than the basic land bed. I hate when games do that.

Good for: corpse parties

Skaia bed

Frequency: unique

Where to find: skaia (duh)

Looks like: an exact copy of the quest bed except it’s all gray

Good for: it's used as a default location by the game code

Note: it’s where you will appear as god tier after ascending on the quest bed

"Trickster bed" GLITCHED GLITCHED GLITCHED GLITCHED GLITCHED GLITCHED GLITCHED

Frequency: ???

Where to find: ???

Looks like: some kind of bed made out of candy, urgh

Good for: killing you and all your friends

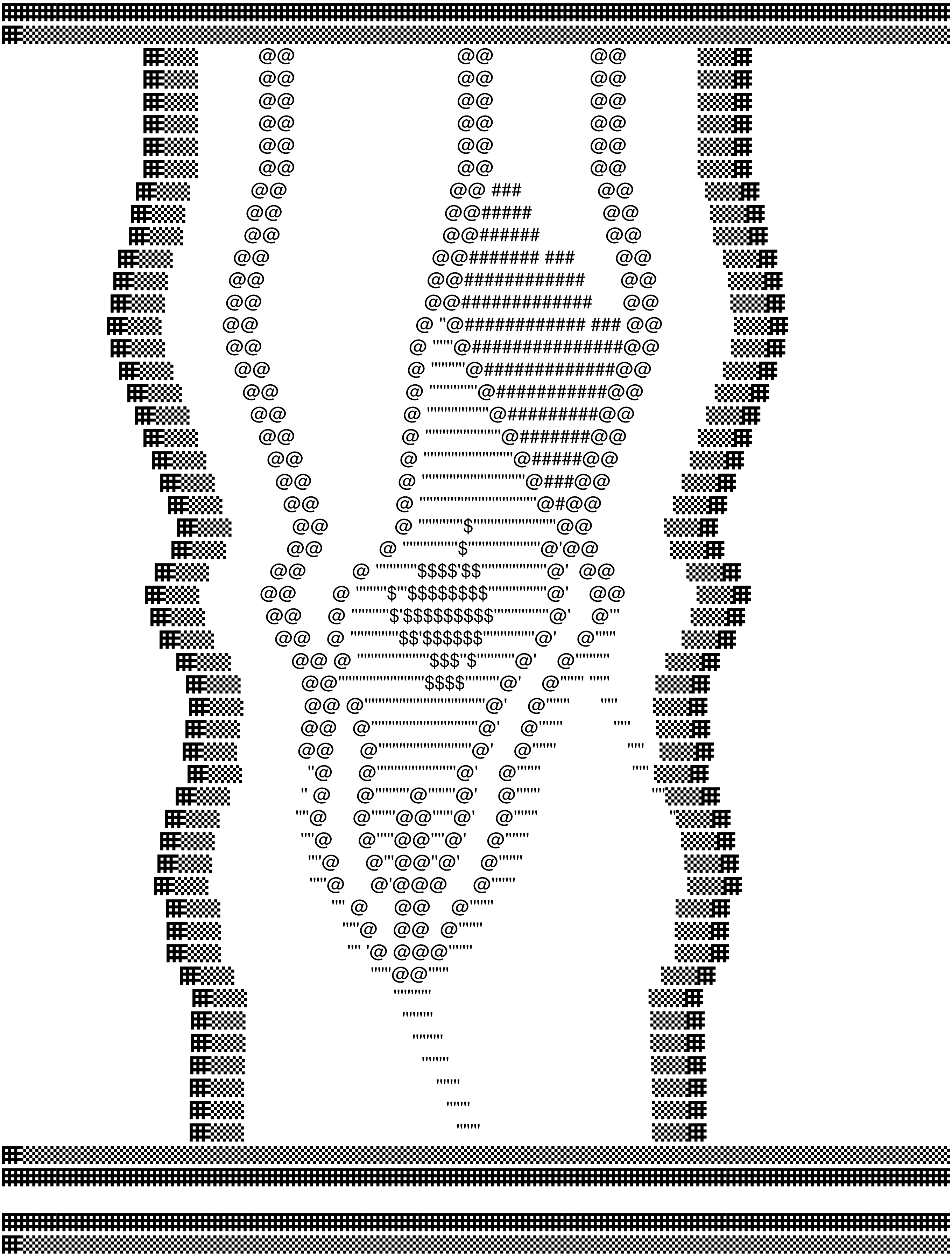
Note: VERY, VERY bugged
Note: it’s obviously not supposed to be in the game
Note: I don’t care where you found it, stay away from it
Note: like seriously I’m not even kidding

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The idea of having all these magic beds laying around in your session may give you the idea that this game is some ki

The question is, what possessed Sburb to think that this would qualify as a bed? How come nobody raised an eyebrov

example of a bed object



notice the lack of softness and the style borrowed from the paleolithic era

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As you may suspect, the primary purpose of bed objects is to sleep on them. Especially the land beds, you're going to

The dumb thing is that bed objects are lot more comfortable than they appear.

First of all, the material is a bit unusual. It's some kind of porous stone that is pleasant to the touch, like a bar of soap.

So it's like a wizard bed. Can beds be wizards? I don't even know man. Anyway you get the idea. These beds are fricl

It's because they create a sense of belonging.

It’s like when you’ve been walking outside for a while and then you start feeling tired but there's isn't anything near you

Beds in sburb generate this same kind of intuition.

When you see a bed object at first you’re like PFEH. Then you go check it out, you poke it a bit, and then BAM it's like

It gets even stranger if you try laying down on it.

It feels like you've been listening to music for a long time, to the point that you even forgot that music was playing, but

Lazying about on a bed will lull you to sleep even if you are not particularly sleepy.

Always plan ahead. You can easily recognize sboobs
because they don't have a pillow in their sylladex.

Article - Active and passive roles part 1

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It's a common mistake made by new players to ignore the active/passive component of their role. There are are variou

This chapter will cover some basic information about active/passive stuff in order to save some people a trip to the cor

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The first thing you need to know about active/passive shenanigans is that the game doesn't teach you about them. I m

From the perspective of game mechanics, your active or passive alignment is just as important as your class and aspe

The active/passive business is particularly important in the context of conducting your aspect and casting abilities. Tha

Now, it would be really cool if the game told you about all this stuff in advance but it doesn't. The verdancy of your Sbu

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For a start, it's hard to pay attention to whether your role is active or passive because that info is part of your Sburb titl

Now, while the game terms are a little unclear, it wouldn't be a problem if your Land shenanigans made up for it.

Normally, if you are a Prince, then your Land should teach you everything there is to know about you being a Prince. It

I mean, in the wake of your endless maturity quests and sudoku-inducing puzzles, it will be relatively easy to find out th

It's easy for a Sboob to find out all that stuff in the game. Comparatively, it is much harder to gather specific informatio

This is the part where I start hissing while clawing at my computer screen. It's just so dumb.

Some people argue that the game is intended to be like that because you're supposed to connect the dots together. L

I mean, I'm not against the principle of letting players figure stuff for themselves.

Normally I think it's really cool.

But in this case, the game takes that concept and it goes banana milkshake with it.

You know when you have to connect the dots to make a picture but all the dots are lined up and they already spell out

Oh man I'm clawing at my computer screen again.

Article - Active and passive roles part 2

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Alright, you will have to bear with me here. It’s not easy to explain the nature of active/passive roles in Sburb because

Now the thing is, most entry-level FAQs skip over the metaphor bukkake of the active/passive stuff because they suck

These overviews are usually stuff like active roles benefit themselves while passive roles benefit others. Or maybe it's

Now, I'm not a clever person but even I can point out that the logic is way off the chart here. These explanations are al

Now this is where the active/passive feature is crowned as king of the mindfucks. All of these summaries are true at th

The active/passive distinction is like being introverted/extroverted but not really, it's like being selfish/supportive but no

In many FAQs, the active/passive chapter pretends to
be offline because the author doesn’t want to bother
explaining that jazz.

Ok so, the reason why FAQs don't bother to explain the active/passive stuff because it's too fricking abstract. They figu

Alright so whenever people try to explain the active/passive thing, people make the joke that it's some kind of bible for
why the fuck do I put brackets everywhere again

If I had to begin somewhere, I'd say that the active/passive spectrum is a matter of **[point of view]**. But not like you us
oh boy here we go

You see, you can explain pretty much anything with [bike stunts].
pffffffBWAHAHAHAHAHAHA is this guy for real

If you have an active role then it roughly translates to **[listen to your mad hunger]**. If you have a passive role, it mear
oh god will somebody please kill me, in the past preferably kthx

Ok, future me is doing that dick-ish thing again where he's leaving invisible notes between paragraphs. APPARENTLY
spoiler, he's gonna start rambling about bike stunts again

The active/passive distinction is like, okay, it's like when you enter a room and you pick up a change in the mood.
yeah yeah skip to the bike stunts you know you wanna

I mean, it's totally relative. Everything has an active/passive value but you can't take a single action and judge if it is ac

Yelling your heart out	Subverting your personal drama
Listening to what your guts say	Following a bunch of principles
Noticing when you’re pissed off	Recognizing when someone is pissed off
Making decisions that are hard	Accepting decisions that are hard
Helping others because you feel like it	Helping others because it’s what they need
Being ready to leave a room anytime	Settling yourself comfortably and compromising
Avoiding to overthink stuff	Welcoming all brainstorming
Going against the flow of things	Going with the flow of things

Exploring your emotions | Not freaking out all the time
Prefering immediate progress | Not caring whether results take time
Standing in the spotlight | Not grabbing more attention than you need
Not telling more than you need to say | Not telling more than people need to hear
Looking deep down at what you truly want | Looking at the big picture of things
Performing hellaceous bike stunts while alone | Grinding your uncannybrutal skills in public
Thrashing up some mad spins just because you wanna | Bursting out sweet moves to cheer up your brc
Believing in your stunts | Believing in the bros who believes in your stunts

K, I got bored and started veering into bike stunts again but whatever.
k I don't remember what I wrote next and you know what, I don't care, I'm out of here.

I think this gives you an idea of what I'm talking about. This list can go on forever and it will just turn into a metaphor bu

I wasn't kidding about the metaphor bukkake. It can only get worse. There used to be a 12075931 pages thread called

Now it's pretty pointless to try to remember by heart all this nonsense examples of active/passive things. The importan

This is the part where everything turns into a whore bible at an astonishing speed.

The deal is, active players have to think and feel in a way that is centered around them. They have to cut off all influen

On the other side of the spectrum, passive players have to externalize the way they feel about things. They project the

Then it just gets more complicated. Active thinking is when you don't feel any urge to defend your decisions because y

Ok so, the whore bible is p-much pornographic at this point and I have to stop because I'm afraid I'll get dragged in a p

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Alright so this active/passive stuff is all pretty stupid but there's two big reasons for why you want to care about all that

For a start, thinking in the right active/passive manner will net you a partial roleplay bonus to your stats. Having succes

Most importantly, when you aren't feeling the right thing, your aspect does jack shit.

You can try to use abilities but they'll just fizzle and glitch out, like trying to grasp smoke. Your aspect just won't answe

So basically it means that you have self-induce a mindfuck just to get the attention of your vague game magic shit. The

It's unbelievably perverse. That's why you need a whore bible. So you know how to get dirty.

Now that you know what's up, let's put some of that active/passive stuff in context.

Let's say that you have an active role and that you are in the middle of a strife along with a buddy. You can use your a

You could see that as having game powers that allows you to attack stuff, like RPG offensive magic. However that's ju

For example, let's say that your friend is about to get smacked by a boss underling and you're like **[oh shit, I'd hate to**

Now, if you weren't a total sboob like in the example above, you would decide to grind up the boss underling that is att

This twisted sburb mechanic will leads to all kind of uncanny conversations that would make no sense to a non-Sburb

Player A: Oh crap.
Player B: dude what are you doing
Player B: you failed at tanking that blow for me
Player B: can't you try to be more selfish geez
Player A: This is not easy for me.
Player B: your elbow hit me in the nose dude
Player B: can you please stop caring about me
Player B: how hard can that be
Player A: MAYBE I would stop being distracted by what you think if you would stop WHINING.

Apparently it wasn't enough to be assigned a small planet filled with puzzles, you have to play sudoku with your feeling

Learning how

Well there's no easy way to learn more about active/passive stuff. If you lust for a buffet of erotic allegories about what

But really, you shouldn't sweat too much over it. The orgiastic abstract talk can only get you so far, you have to figure t

I mean, you can't really FAQ the active/passive stuff. It expresses itself differently for everyone. The only real path to p

So I guess I'm invalidating the purpose of my own FAQ chapter here but whatever. I'm just trying you to warn you in ac

FAQ part-9: The Earthsea Borealis part 1

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Alright so the earthsea borealis thing is pretty stupid. Remember when you finished terraforming and you had to deal w

I mean sure, by that point, you're pretty used to sburb being bats up the belfry crazy. You defeated your denizen and **I'**

But the earthsea borealis thing is still going to be stupid.

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[QUESTION] What is the earthsea borealis anyway?

A floating island.

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[QUESTION] How do you get up there anyway?

Oh man, I hate this part. See, you have to do a bunch of quests that allow you to reach the island and you can't trigger

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Ok so I almost died a few times and I died for real one time but that's another story but then I managed to land on the

This is stupid.

[QUESTION] So when exactly does this end-of-arc stuff begins?

Well that's the thing, you can't really know for sure.

It's like a sudden change of mood in the game and it always catches people off-guard. Basically it follows the same pa

==>quests are generated out of a a big pool
==>you grind on them until you reach X maturity parameter
==>end-of-arc / boss fight / mindfuck
==>transition to new arc
==>new status quo to challenge, return to first step

Some FAQs call this formula the **[The Changing Game]** but that's just unimportant game theory. The important part is

[QUESTION] So what happens when the arc ends?

ok picture this:

So you've been roaming your Land for a good and you know every corner of it. You're ragged and dirty saving stuff lef

Yep this is exactly how business investment works. You are so INTO THIS.

So one day after a big adventure full of **THIS IS STUPID**, you collapse in the middle of a big field while looking at the s

So like just a moment prior you were cooking up all the hardboiled feelings in the world and now you're like "oh god wh

But nope, it's not another player that you have to duel. It's some game construct called the god damn nightmare heir o

[STATEMENT] There's no floating island on my Land, dude. I know my stuff. I'm a real estate entrepreneur. I can prac

Oh yeah some people get confused over that. The floating island appears at the end of arc. Until then, the chunk of La

If you wanna be hardcore, you can find the earthsea borealis area before that happens. It can look like anything so the

Oh and also, once the thing starts floating, you should check the terrain depression where the earthsea boralis used tc

[QUESTION] I heard the knell but there's no bunch of rocks doing the harry houdini up in the sky. Where's my island c

Oh if you're unlucky, you can get an non-standard Earthsea Borealis that is underwater, or underground, or that is nea

[QUESTION] What if my Land already has an important-looking flying island?

Oops that's probably because you're the Time Player of your session. There's a special exception here. Time Players

I mean, if something terribly wrong happens to a session, Time Players have the Duty to scratch the game. The install

It’s just like how Space Player have a Duty that causes their Denizen Lair to be replaced by the Forge. Hence why the

But yeah if you’re the Time Player, this chapters stop concerning you. You get a floating island but it's used for someth

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[QUESTION] Ok. Shit just went full RPG and now there's a fricking floating island on my Land. I don’t know, maybe th

Well this part isn’t too hard to figure out. I'm still not sure how I managed to miss it when I decided to flip a bike stunt a

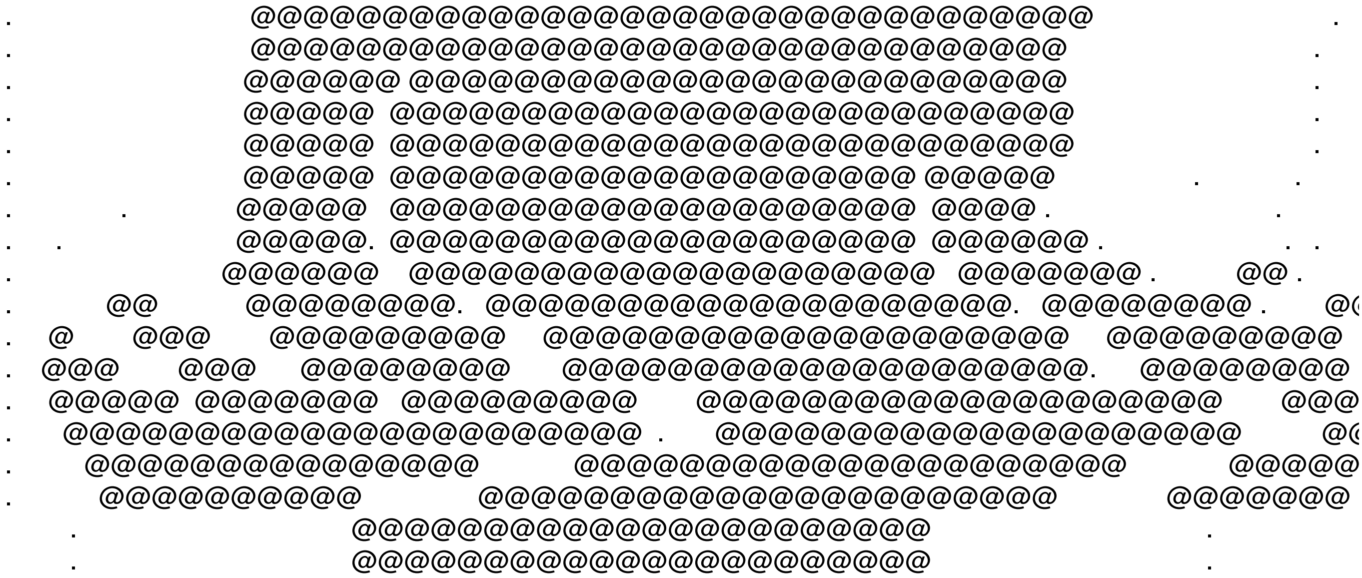
Of course your consorts are just going to comically freak out and urge you to seek the counsel of the Secret Consort. T

But yeah, consulting the Secret Consort wouldn’t be half-annoying if it wasn’t for that dialog glitch. The one that resets

[QUESTION] What kind of boss is it?

Well it's you, except as a huge asshole?

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you except as an asshole

Shittiest boss in the game. Everybody hates it. It's a game abstraction, but like, at the same title that your dreamself is

But otherwise, people turn around its title and call it the nightmare heir. If you start poking for more in-game lore, every

[QUESTION] Ok what’s up with that, why is it an heir? What if I’m not an heir?

Right, that can be confusing.

It’s called an heir but it isn’t related to the [Heir] title. It’s like how every player is technically a prince (or princess) of a c

To be honest, it's not very important to remember. I told you that the game lore sucks in this game. I mean what if you

In game terms you are the true heir of the Land and that thing is the nightmare heir because it’s, like, the fake you. Thi

[QUESTION] Ok so if you can't bike stunt unto the island (which I agree is really dumb) when what are you supposed

I know, this part is so fricking dumb. You're challenged by some evil twin to a big-ass battle of destiny and then NOTHI

But yeah you need to unlock something first before you can fight on the island.

Just ask your Secret Consort (sup, more beholding) about what to do and it will direct you (sup cryptic answers) throug

[QUESTION] Heirfare? You're just making things up, aren't you?

Dude no this thing is totally sweet.

Ok so the heirfare quests are long and stupid and there isn't much to say about it and they differ between lands. There

Once you got your heirfare quests under your belt, playing the [Song of your Land] will now call land familiars to you. It

I call it the reverse scarecrow. Or the lord of the flies, except the flies came too early for the corpse party.

Alright so when you've summoned enough of these fuckers (like, all of them), they sorta gather together? And then the

[STATEMENT] Fascinating.

Right.

Okay so whatever you get as Land Familiar, you just hop on the oversized version. There you go, now you’re king of th

Except it’s way too late.

It would have been great if you had access to your personal airline WHEN YOU WERE ROAMING THE WORLD. You

[QUESTION] Sorry bro, I have an alternative way to fly. I don’t have time to frolick around like an elf and summon som

Oh man, I wish you could just skip the heirfare but you can't. It's like when you enter an area of the game too soon anc

[QUESTION] Wait, you have to fight on the earthsea borealis several times?

Ha ha ha ha ha.

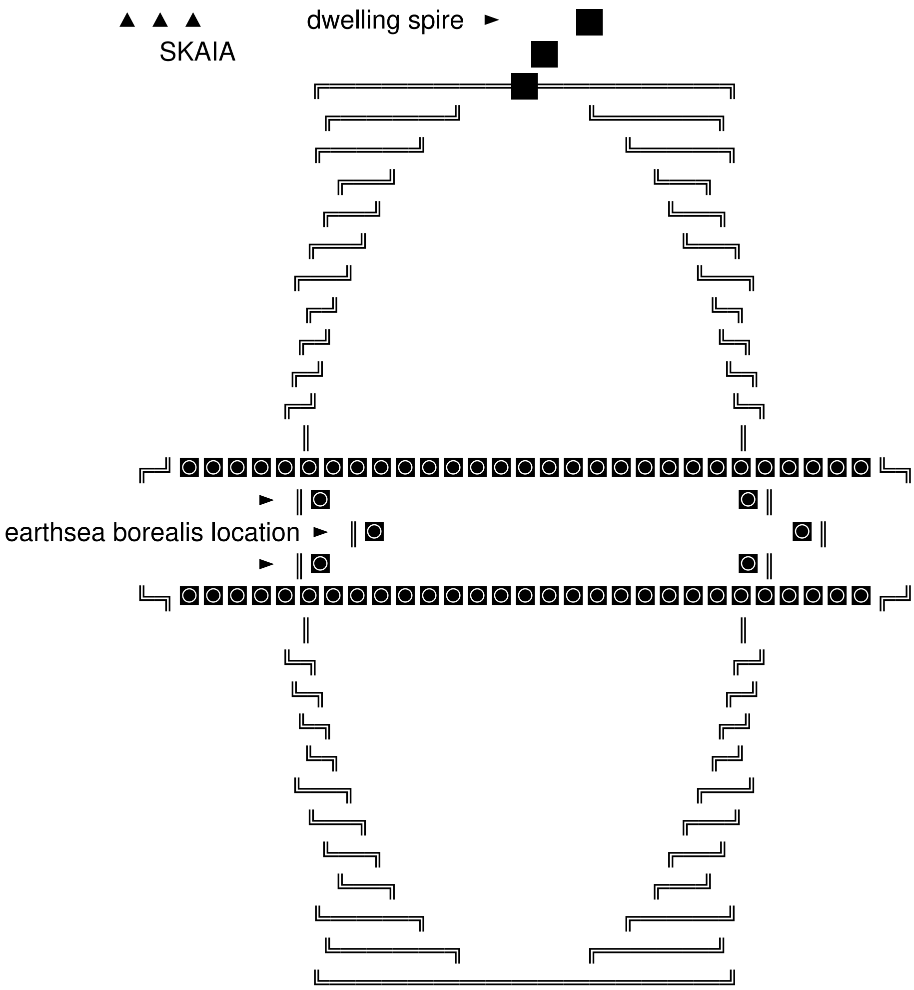
Sorry, it's just, I don't know it's just funny. Anyway: you just have to win once but good luck with that bro. It’s gonna tak

FAQ part-9: The Earthsea Borealis part 2

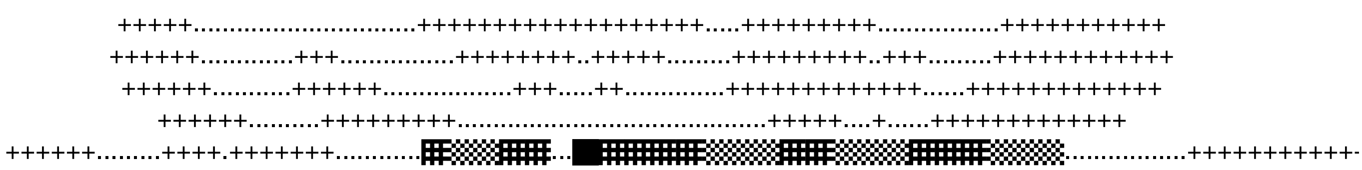


[QUESTION] What if I unlocked my heirfare but I don't know where is my earthsea borealis?

As a rule of thumb, you will find the earthsea borealis in this area.



It’s a quirk in the land generation algorithm. The earthsea borealis always spawn in such a place that Skaia looks like a





Or if you're some kinda butthead with no TASTE FOR ADVENTURE whatsoever, you can ask your seer to locate the i

[QUESTION] Okay so what do you do there, you jump on the island?

Okay this is kinda important: don't jump on your earthsea borealis like an action hero. It's something unspecified in the

HOUDINI ISLAND

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Now if you decide that you can't five wait seconds to make a landing, or that it just doesn't have enough style, you can

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You can probably see what’s wrong with this picture, it's an obvious mistake that is game design 101. The issue shoul

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To avoid this bug, just make sure you land your heirfare on the island. Oh and to be safe, don't try to fly your heirfare u

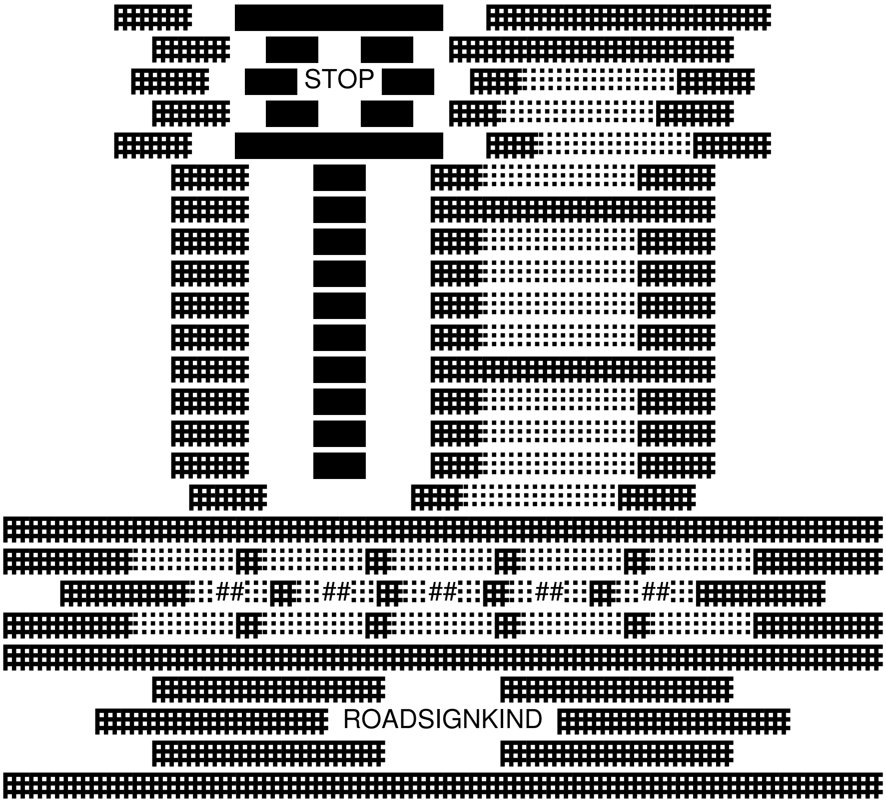
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That little area is a sboob trap. If you fly your heirfare really close UNDER the island then the game thinks that you bro

[QUESTION] What can I do to prepare in advance for the the big battle?

Yeah well about that, there's pretty much nothing you can prepare in advance. You have to fight some kinda mirror cop

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It’s totally not because one of my stunt **[went wrong]** and I **[crashed into a traffic sign]** and then I picked it up to **[hic**

[QUESTION] Why is that boss event called the negastrife?

Actually it's not a random cool word just because you have to fight your shadow. It’s a joke related to a minor glitch. W

Apparently the bug turned out to be caused by a really common mistake in ~ath programming. It’s a blunder with nega

But then again I guess it's not a bad term because it does hint that the boss event is not an ordinary strife. Which is all

FAQ part-9: The Earthsea Borealis part 3

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[QUESTION] What if I land the heirfare on the island but nothing happens?

Minor bug. It’s possible that you’re missing some quest triggers. Usually it just means you haven’t talked enough to the

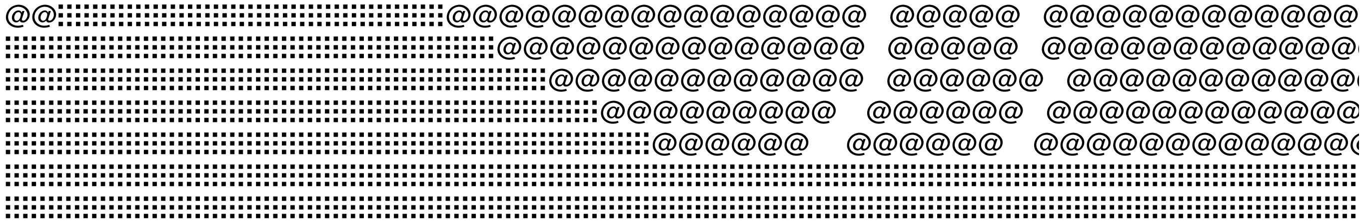
[QUESTION] What happens when the boss event starts?

You’ll know when the boss script kicks in because after you land on the island, your heirfare will start acting weird and

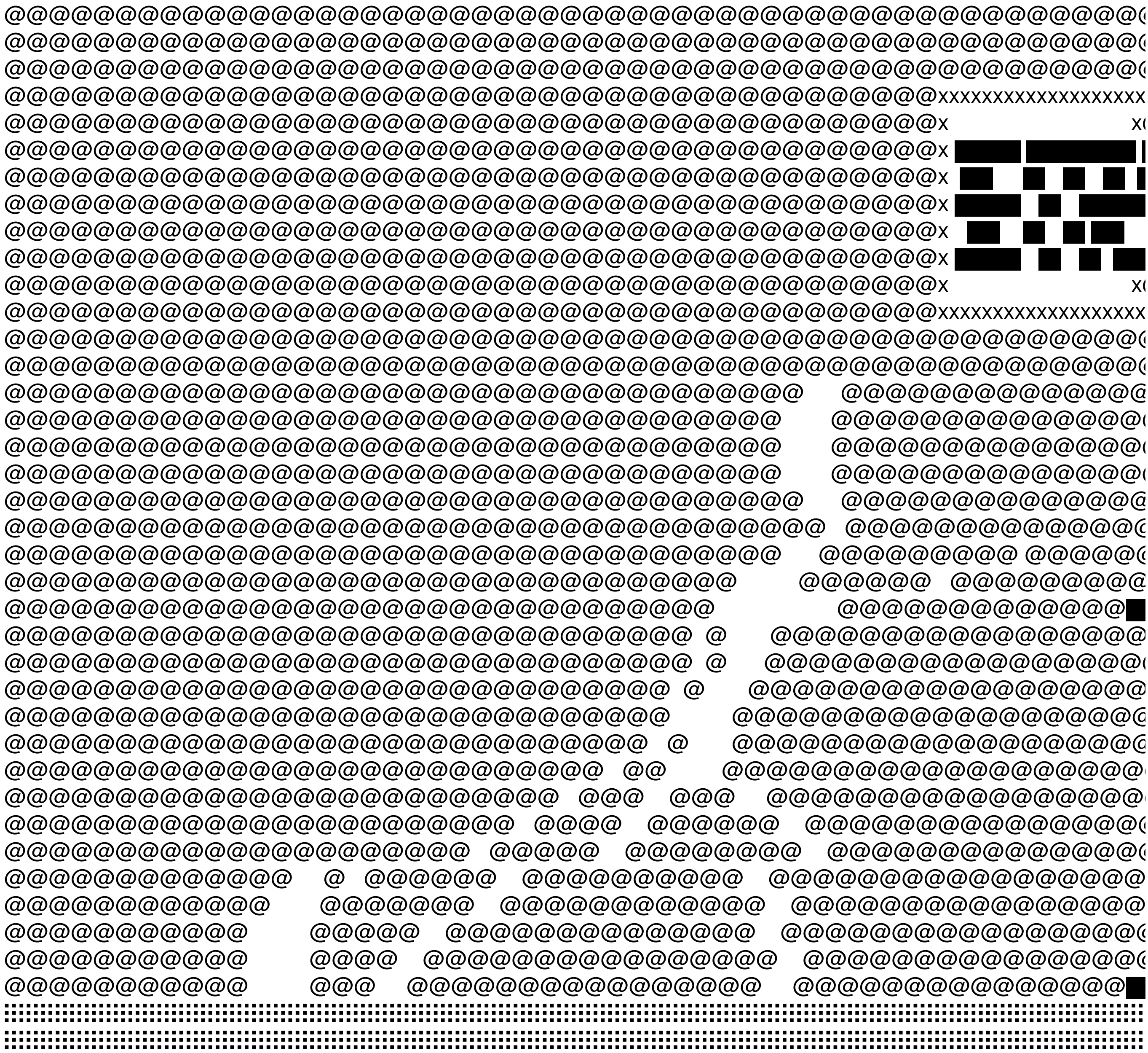
Now the second weird thing that the heirfare will fragment into a million land familiars but they won’t leave the area. Ins

I think it's supposed to build suspense. Well it kinda works but it doesn't counts because it's a cheap-ass effect. So wh

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Make sure to strike a pose and pretend that you’re cool. It’s not a proper boss fight unless you do that. Eventually you



Now you just have to beat up that fucker. Oh and of course, the land familiars are going to keep flying in circles arounc

[QUESTION] Wait so that's it? Why do you even fight this thing?

I dunno. This game feels half unfinished when it comes to game lore and properly explaining the weird stuff that's happ

The boss can talk but it won't make anything clear. You're probably gonna be like "oh c'mon why do we even fight like

[QUESTION] Ok why is this battle so shitty, because it sounds kinda rad

Dude no dude.

It's not rad.

There are one million small things that make this boss fight a royal pain in the ass and I don't know even where to star

And how about this: the game doesn't let you get an advantage by using items like single-use potions or explosives. Tl
Also, the game insists that this should be a one-on-one duel so if a friend shows up, the nightmare heir will be like "oh

And of course it copies whatever weapon you pull out. You can safely pull out strife deck items, but the dude will just p

And then there's the talking.

This thing just doesn't SHUT UP.

The first thing it's gonna do is insult you. It's kinda what it does, it has a foul mouth. We're talking about some heavy la

wow how did all these dirty words get into my FAQ, guess I'll have to do some cleaning
oh come on why are you censoring me
this is completely inappropriate dude, keep that stuff in the past where it belongs
no you're just doing that to be a jerk, the readers can handle some big words and now it looks like I'm talking to myself
#oops #sucks_to_be_me #deal_with_it

[QUESTION] So why does the boss keeps talking/insulting you?

Well that’s the dumbest part of this fight, the part that involves trial-and-error gameplay. This battle is long and weird a

You see, both you and your opponent have the same stats and abilities by default. Neither of you has an edge over th

You know in games when stuff switches to an animated cutscene and something stupid is happening you’re staring at

So for example when the boss insults you, the proper reaction is pretty much to insult it back. This is earthsea borealis

But at least it doesn’t want to kill you. It’s like when you lose against the Denizen and it just kicks you out its lair. Same

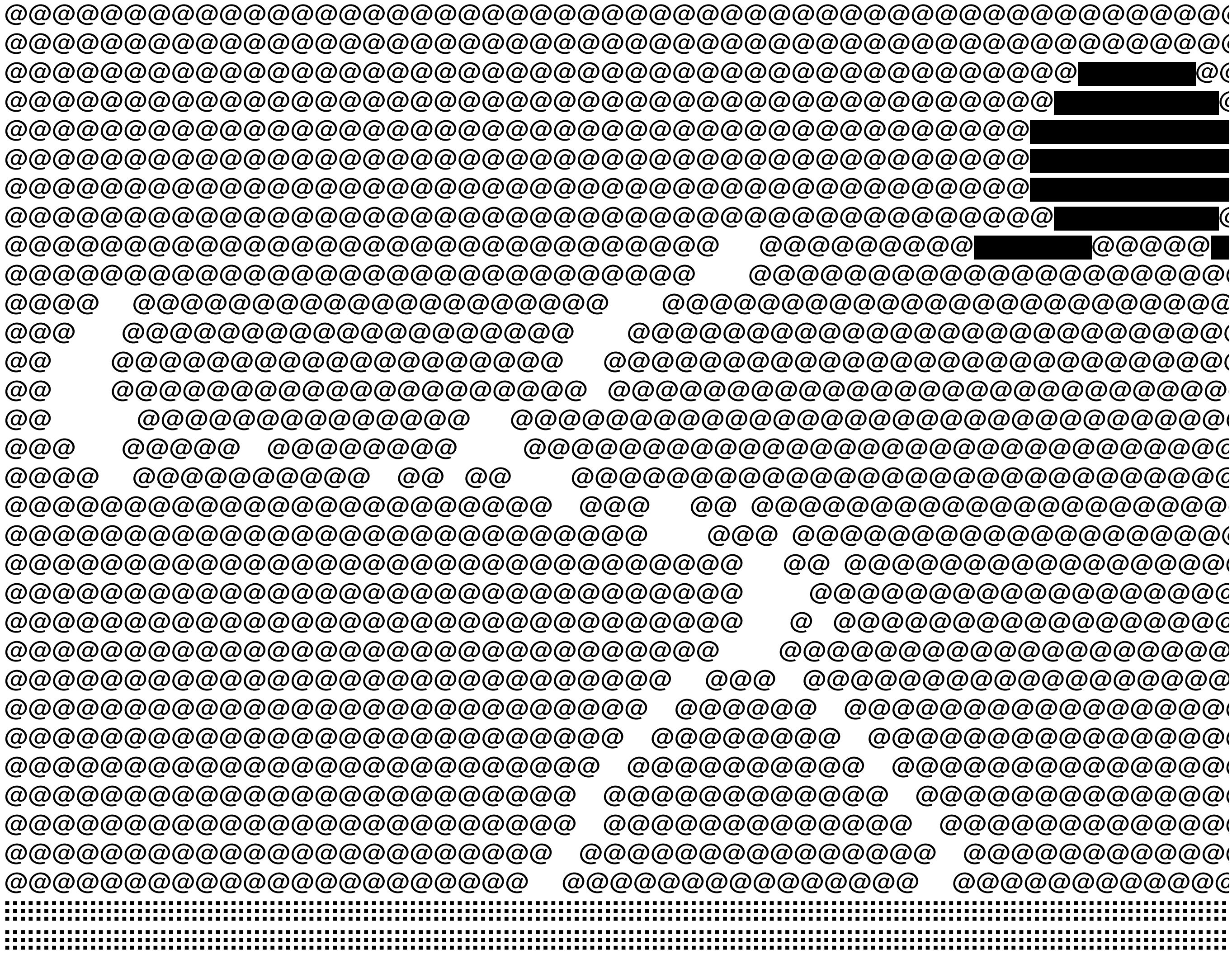
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Okay so it really sucks for your ego but it doesn't strictly kill you so that's cool. I mean, you can safely abscond from th

[QUESTION] Okay wait is this an actual physical battle or do you just stand there and talk?

Well that bit is hard to explain. It's both at the same time.

How it works is, you’re gonna do a lot of that thing where you smash you weapon against the shadow dude’s weapon a



Well you just do that over and over.

Sometimes you jump back and try use your aspect and the boss copies everything that you throw at it. When you use

That’s pretty much how it goes the whole way.

[QUESTION] So you just have to deal with insults?

Well, no. That’s the easy part. The verbal smackdown just keeps getting harder and harder the deeper you get into the

So basically what I'm trying to say is that it's like an internet argument.

The battle first starts with gratuitous insults but the longer it goes, the more it drifts toward every unpleasant subject tha

Sometimes the boss will say things that are blatantly false but that you THINK are true about yourself and you're gonn

[QUESTION] So how do you win?

The strength of heart to accept one's self is blah blah blah okay so basically you just fight it over and over until you get

There isn't really a secret trick. You just have to grab a sense of finality during the arguments. Stuff is thrown your way

Technically the battle script is called [dancing mad] and it's pretty much what it is. It's a mad dance where you have to

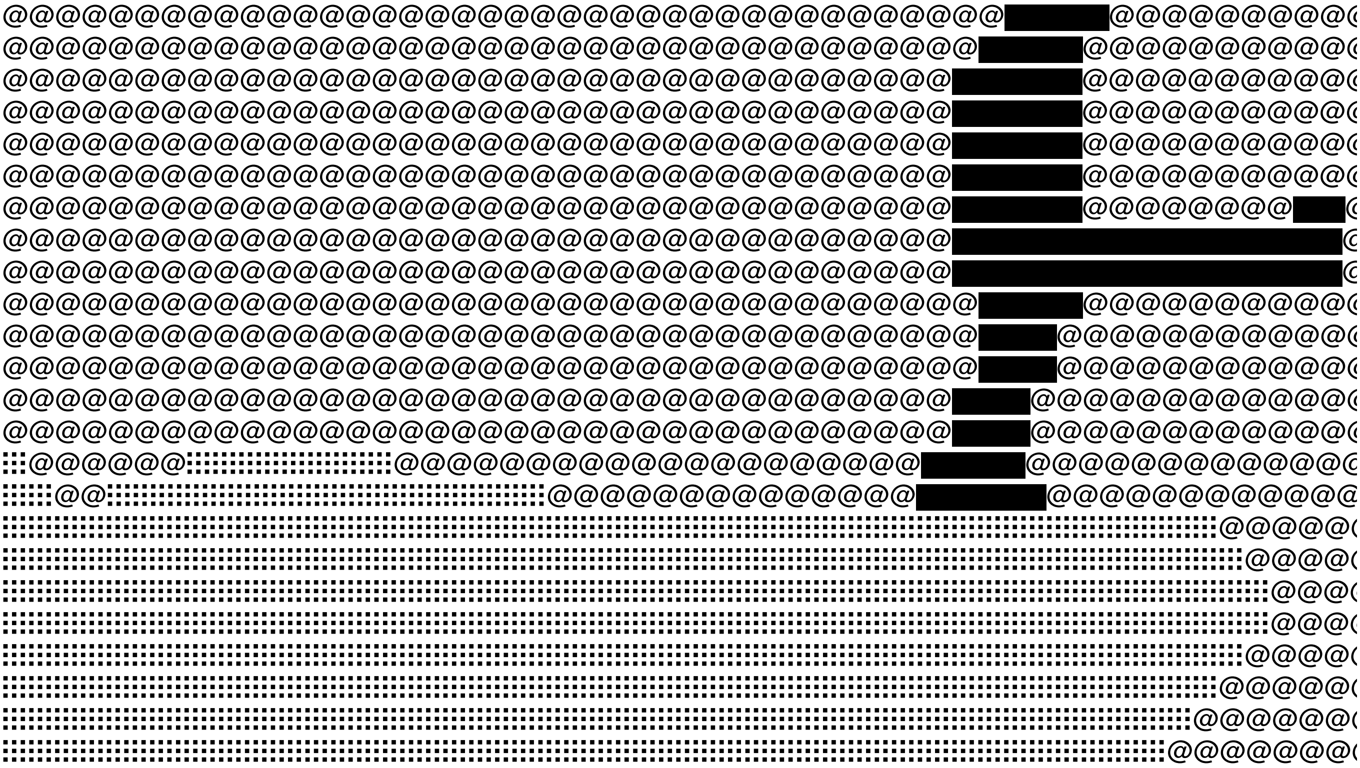
There are whole bunch of FAQs on the stuff and how to deal with it and I'm pretty sure that they don't help a whole lot

One strange quirk about this battle is once you learn to deal with particular subjects that gets thrown in your face, they

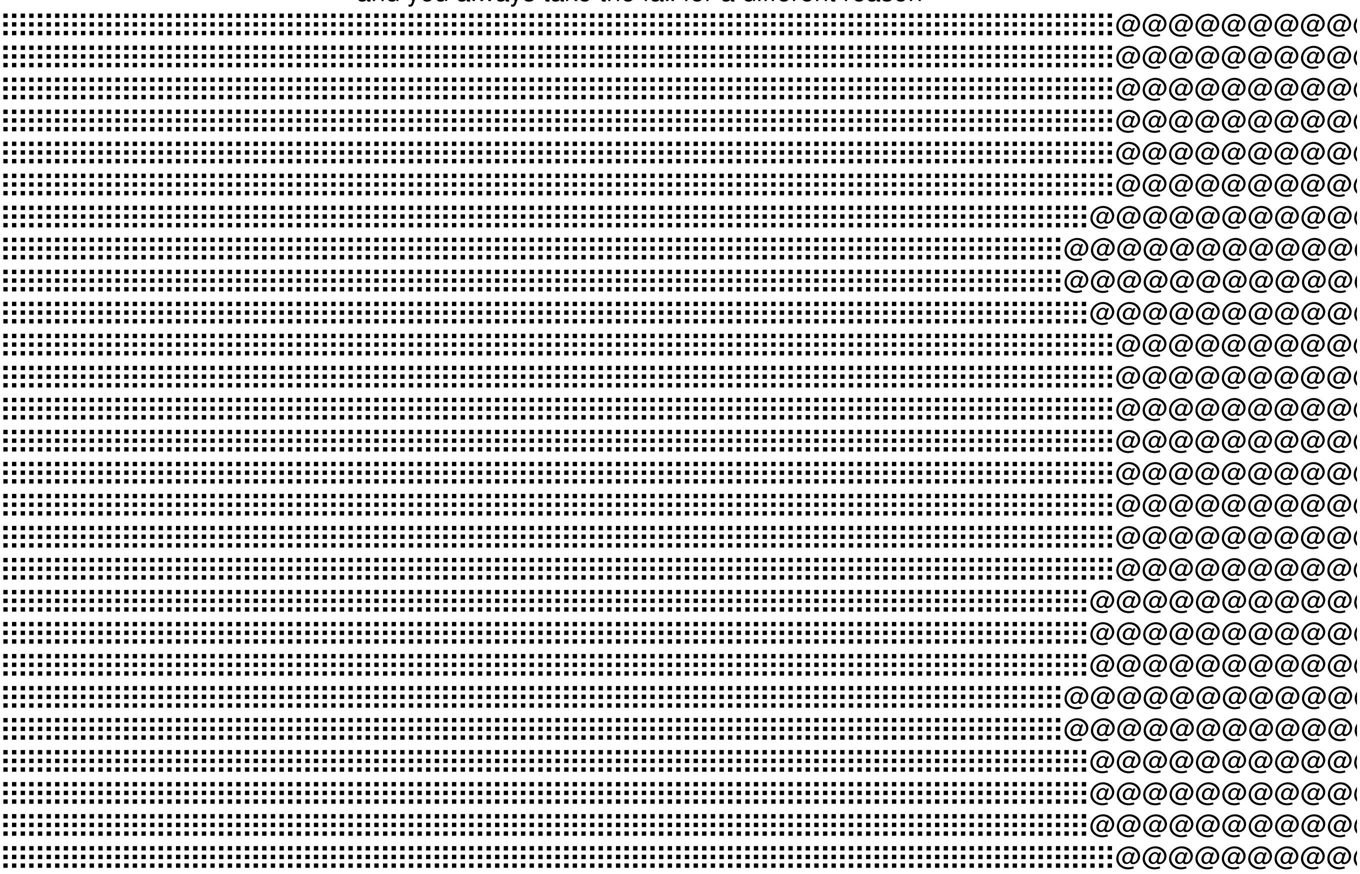
==> You ran away
==> next time I won't
==> You let her die
==> wasn't my fault
==> Your favorite color sucks
==> fuck you it's awesome

Stuff like that. It's part of the dance while you try to kill each other. Eventually you'll miss a step for one reason or anoth

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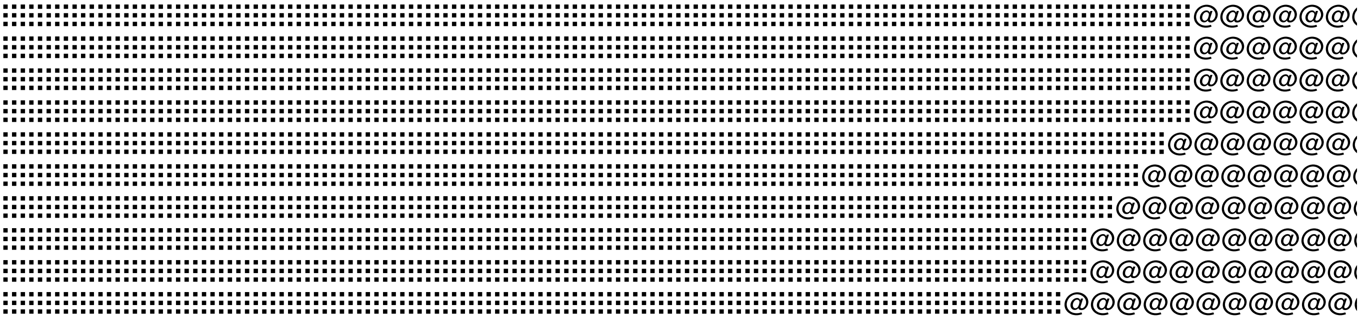


and you always take the fall for a different reason



maybe it’s because you don’t want to play this stupid game anymore





or because you remembered your life before Sburb



or you realized that you forgot the face of your guardian

You always end up stuck on some particularly dumb issues. Sometimes you keep stumbling on the same dark spot an

But then, it’s not completely bad. I mean this strife is emotionally exhausting but I don’t know, it's kinda cathartic. You g

FAQ part-9: The Earthsea Borealis part 4

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[QUESTION] Any major glitch happens during all this?

There’s plenty of glitches up in this shizzle.

■ One strange bug is that you can leave the earthsea borealis without the heirfare. It's pretty simple, you just exit the b

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                    (bunch of land familiars)

              ○     ○      ○      ○       ○     ○
          ○      ○      ○       ○      ○    ○    Who needs an heirfare anyway
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People often discover this glitch by themselves when they decide to alchemize a jetpack so they can fly back into the r

■ I think one of the most interesting bug is that the nightmare heir is unable to see dreamselves. I don’t know what’s up

■ There’s another interesting bug with dreamselves: you can trigger the negastrife with your own dreamself. First, you

■ Alright here’s another strange glitch; if you suffer from the octoroon (when your text is "quirked") then the nightmare

■ Also there’s a rare bug that causes the boss to not appear when you return to the earthsea borealis. It happens whe

■ There’s a whole lot of graphic bugs that involve abilities. The game engine has hiccups when it has to render the sar

■ You can't perform meta-actions, like looking up your porkhollow or echeladder, while in the middle of the negastrife.

■ One really minor glitch is that the shadow dude doesn’t have a sprite pendant. The item has a shitload of game prote

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[QUESTION] Okay screw glitches, how do you kill the boss

You have to knock off all of its health vial.

The problem is that there’s no easy way to do this. It’s a copy of you with the same qualities. Whenever you clash toge

I mean, the whole strife is like arguing with yourself. They say that the worst criticism comes from you and it turns out t

The other problem is the implication that comes with the execution. You're killing an asshole that has been insulting yo

Well that's the last step of the choreography, the [trial and execution]. Eventually the shadow becomes silent. It's serio

It's not easy to explain why it's so hard to just say "whatever" and execute the nightmare heir. I mean it's different than

There's a bunch of articles that deal with the specific part of [trial and execution]. Personally I think the secret is that th

I mean, imagine that you tell yourself "yo I'm gonna take two steps forward" and then you close your eye, you take two

It's not really something that you can practice. You just need the right timing. The right mood. You need a good "fuck e



The nightmare heir's body will dissolve into tar stuff and seep into the ground and you'll blink your eyes and be like "uh

THIS IS STUPID

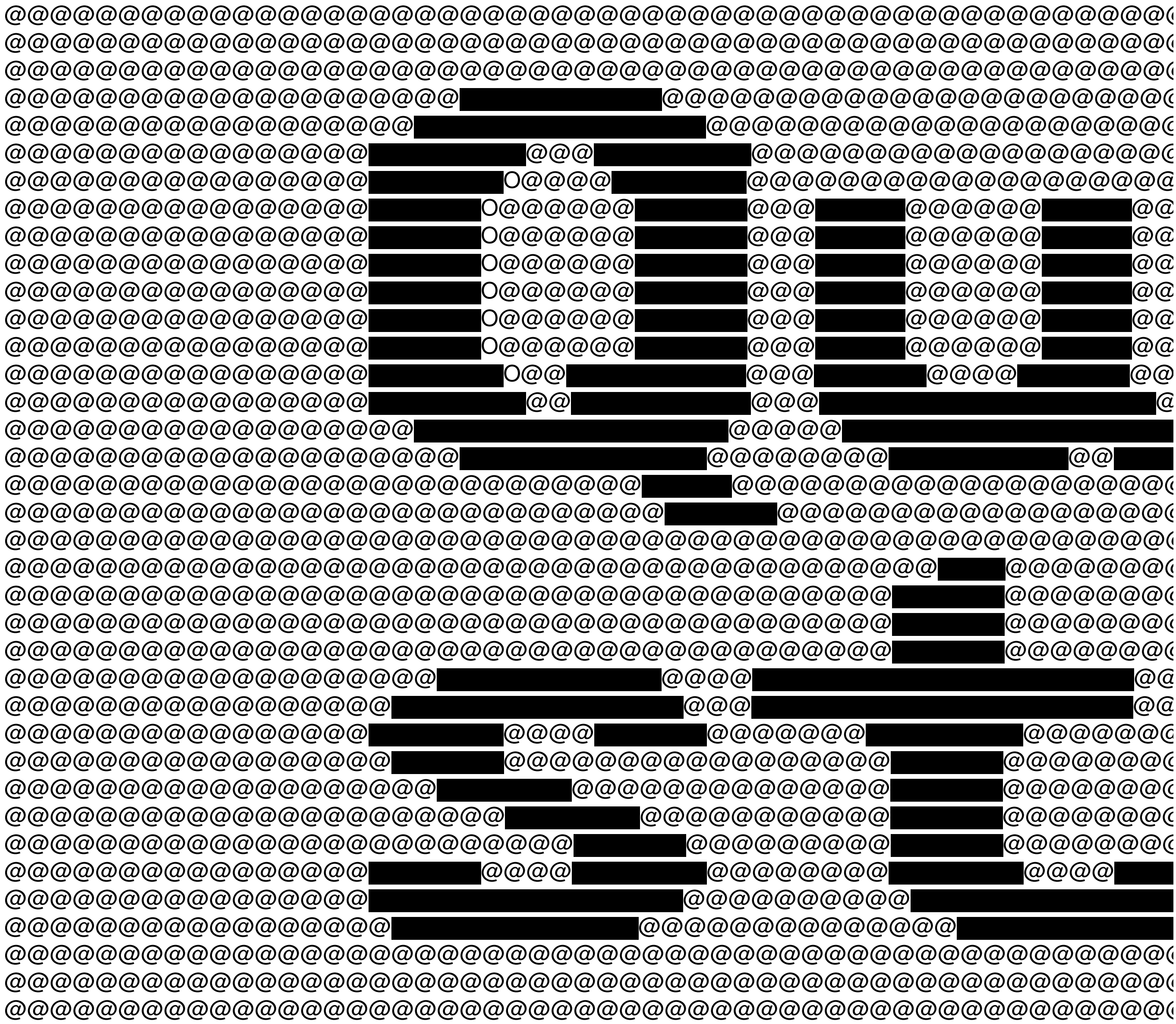
And that’s the earthsea borealis.

[QUESTION] What happens after the earthsea borealis?

Once you finished all this fucked up business, go talk to your secret consort. It will then reveal (PLOT TWIST) that the

Like, remember everything that you did after killing the denizen to heal the Land from its evil influence? Well apparentl

Article - Quests and lore



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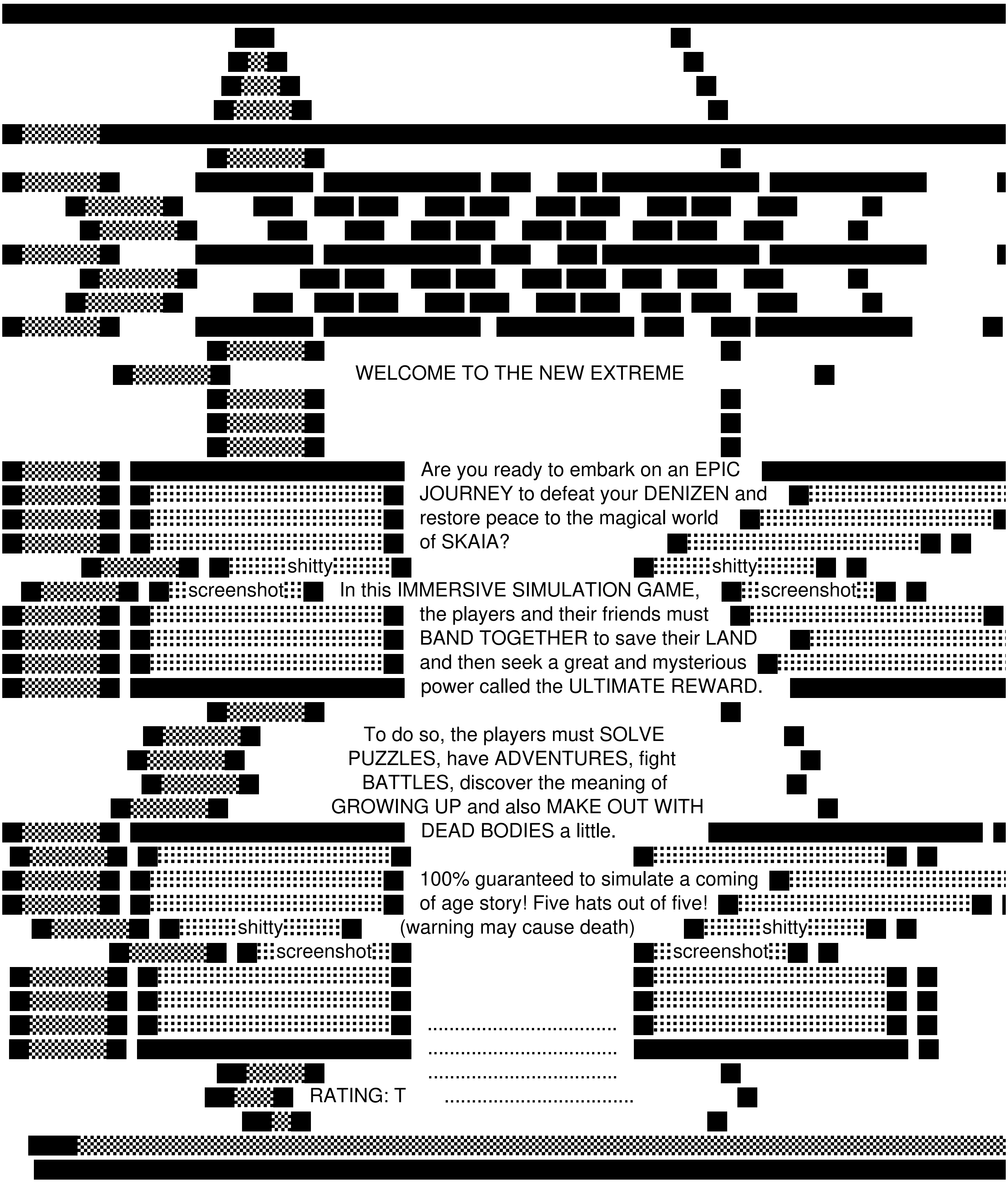
Sburb is a sandbox game. To be honest I don’t know what that means. I’ve just been told before that Sburb is a sandb

I’m just not sure why anyone would think that sandbox games are a good idea.

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Apparently it's rare to get your copy of Sburb along with the official box. I don't know what's up with that, my version ca



Ok so it totally blows and it doesn’t tell you anything worthwhile. Also, the screenshots on the box are all stupid. You kı

My box depicted stuff like an early alchemiter with a square pad and a construction screen where half of the grist types

I wish I snapped a picture back then, I’m working from memory since I lost my box during my session. Well okay, I didr

Alright so what happened is, I installed the game and then I threw away the box because who cares man. That stuff is

It was exactly as shitty as I expected.

I was about to put it back where it belongs but then I decided to squint my eyes to read some of the small prints at the

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There was another detail that was weird about my Sburb box, something I noticed at first when I pulled out the server/p

But then I eventually swapped information with the other few people who beheld a Sburb box. There was some slight c

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Article - Quests and lore part 2

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Ok so the sburb box sucks and the sburb instruction manual is another piece of evidence for the squiddle conspiracy t

install the game → enter the mediun → try not to die

Wow that's a pretty shitty plan.

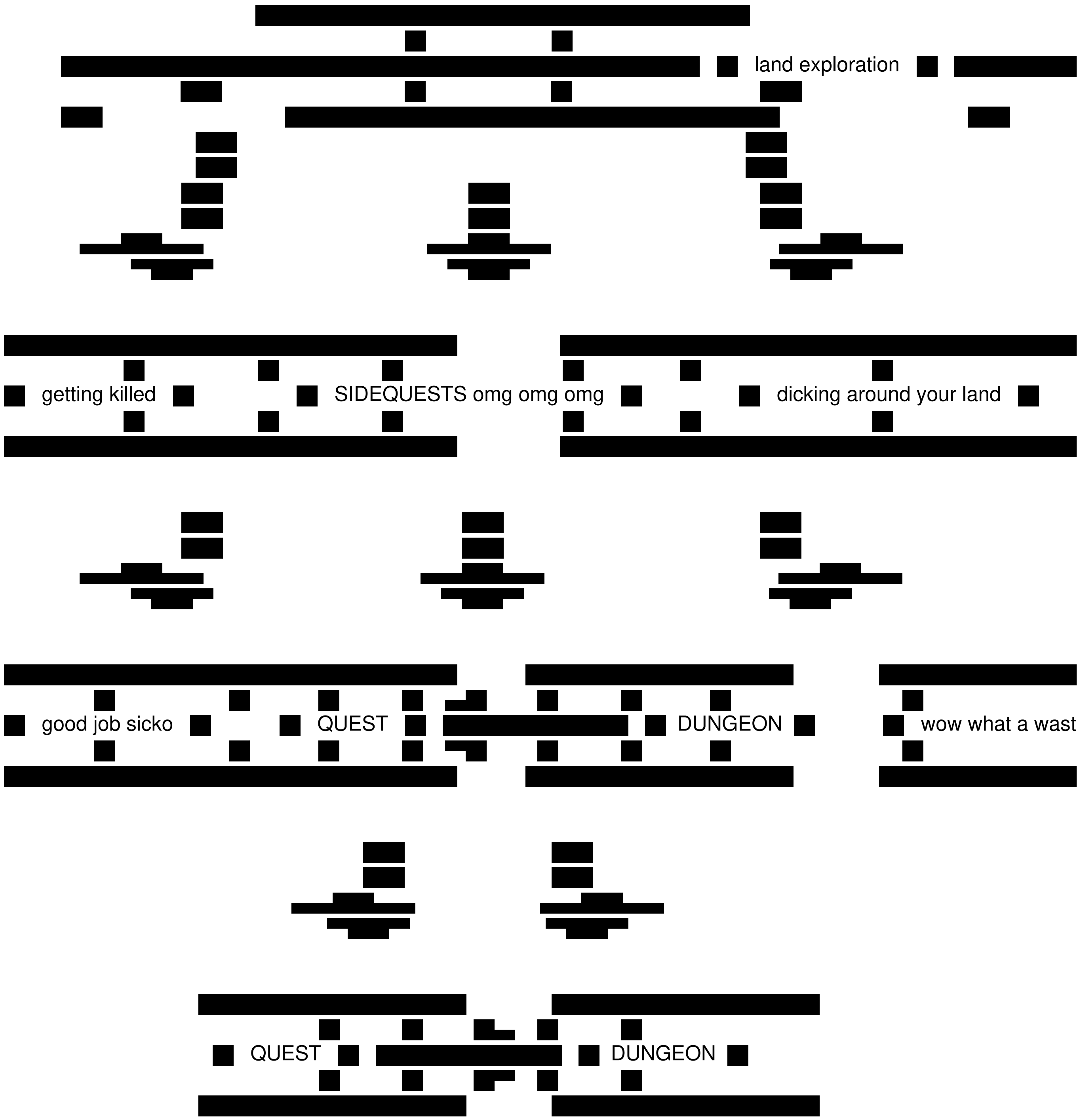
The worst thing is that it's not worth it to start scheming beyond this point. This starting sequence has a deceptively hig

In the freak event that you survive until the **[???]** then it means you can start actually playing. That's the part where Sb

The sandbox phase that begins after **[Welcome To The New Extreme]** is something called **[The Beginning Of Some**

Once you step into your personal sandbox, your options are going to look like this.

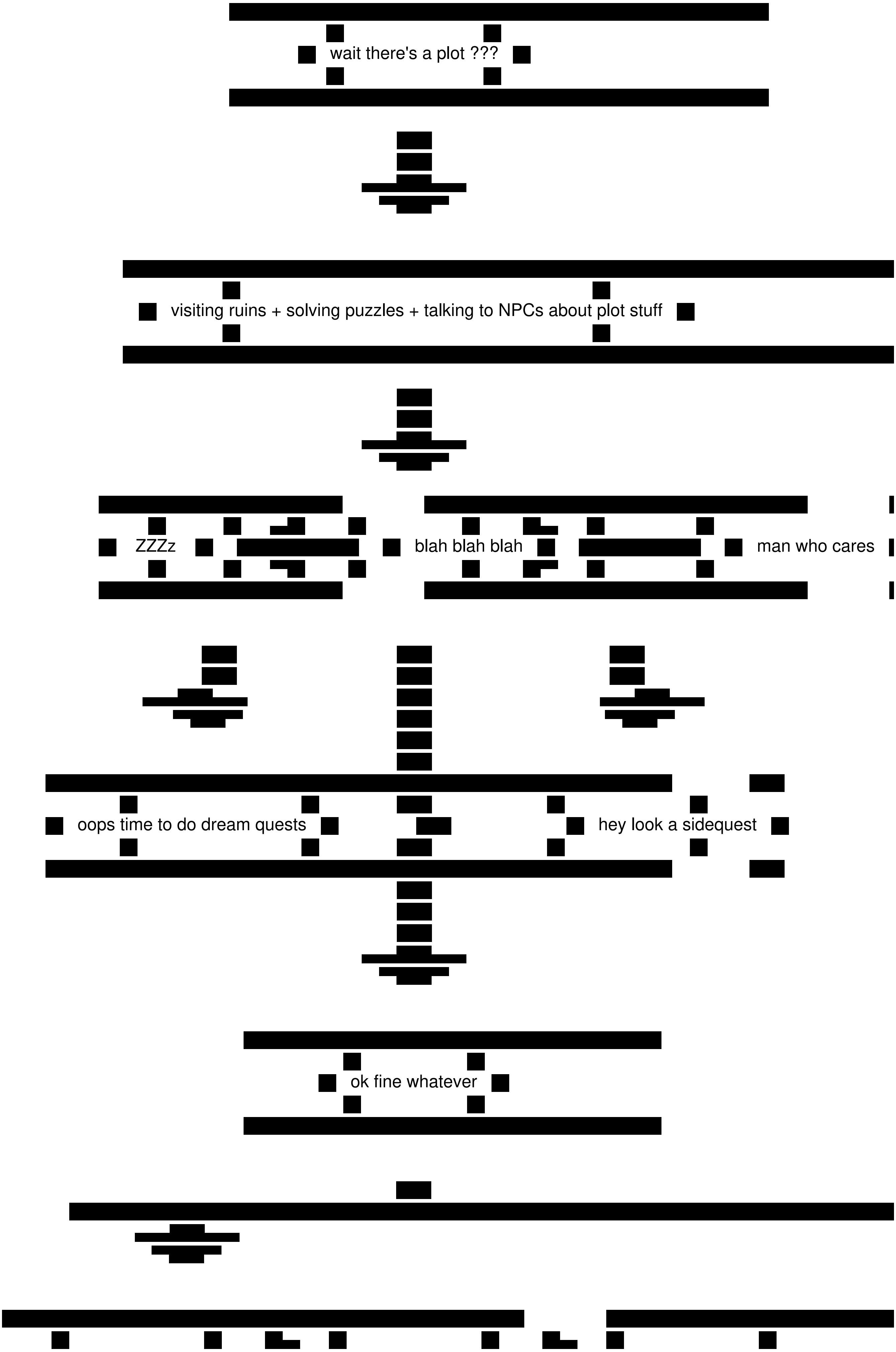
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One of the quirky things about Sburb is that you're not forced to follow the plot and save your Land. You just drift in tha

As a rule, you're gonna end up doing the main quest sooner or later. It's just how it is. The stupid game is designed to

Ok so once you decide that you wanna get serious then it means you can get started on the plot stuff. Overall, the pat


wait there's a plot ???
visiting ruins + solving puzzles + talking to NPCs about plot stuff
ZZZz
blah blah blah
man who cares
oops time to do dream quests
hey look a sidequest
ok fine whatever

ok this is a bit weird the lore is kinda dumb am I doin

what is even happening this is a glitch right or some

where is the punchline fuck it I don't even care

weird plot stuff

weird plot stuff

weird plot stuff

weird plot stuff

GLITCH weird plot stuff

weird plot stuff d plot stuff GLITCH

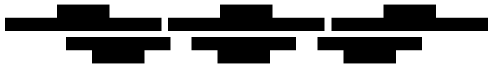
GAMEBREAKING

GLITCH weird plot stuff

weird plot stuff

weird plot stuff

weird plot stuff weird plot stuff

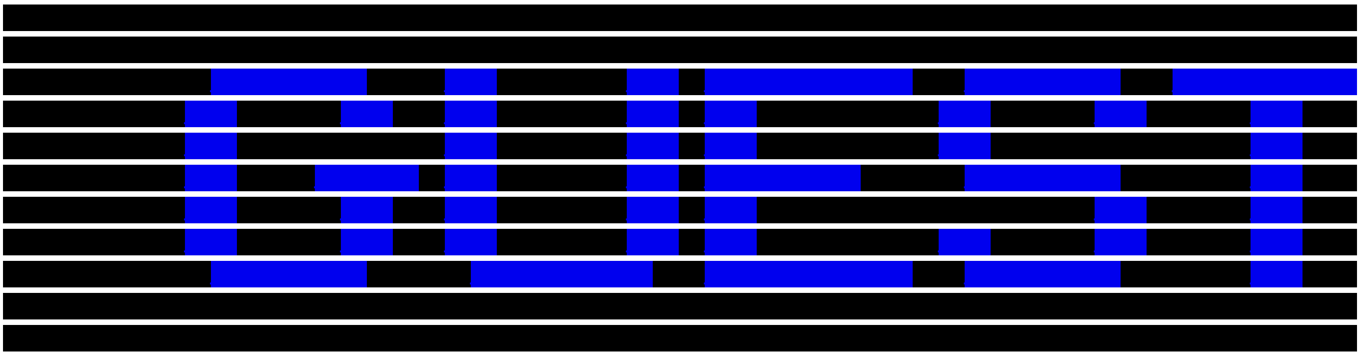



getting killed

(GUEST CHAPTER) Aspect - Flesh

Chapter Notes

((Here's a link to a guest chapter written by a pretty cool guy. It concerns a fan aspect, Flesh, which is all about raising the dead and flesh transmutation and kissing zombies and oh god did I just say kissing zombies why is that even a thing. Anyway, I was asked if I could feature this cool thing as guest chapter and here it is))

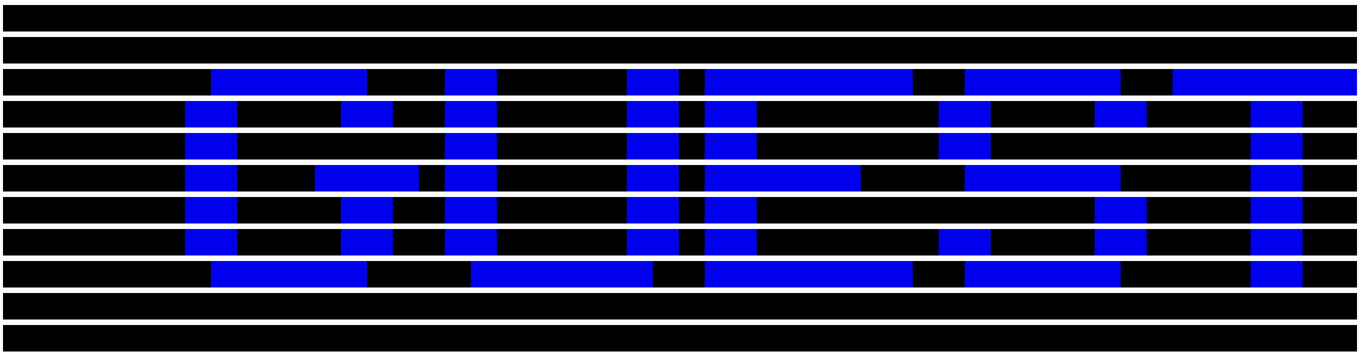


==>**aspect chapter: Flesh** by marmaladeSkies

(GUEST CHAPTER) Maturity Quests

Chapter Notes

> ((A guest chapter written by a sweet bro. It concerns Maturity Quests, an area of the FAQ that I never touched upon))



==>**Maturity Quests** by spacetimeCounselor

(GUEST CHAPTER) Strife Specibus

Chapter Notes

((This is a guest chapter that I am actually hosting for an author who doesn't have an AO3 account. As you might expect, it's about strifing, and more specifically, strice specibii mechanics))

Your Strife Specibus And You: An Introduction
by Dom’Laad Shas’ui

==
** I - FORWARD **
==

Combat, (or "Strifing", as Sburb calls it) is an integral part of your life as a Sburb Replayer. Though of course you can u

==
** II – WHY YOU SHOULD PAY ATTENTION **
==

There are many things you do not know about strife specibi (the technically correct pluralization of "specibus"). Accura

It is important to note that there is a distinct level of cognitive dissonance regarding strife specibi that is imposed on the

==
** III - THE BASICS **
==

First, let me cover a few things of which you should already be aware, simply for the sake of thoroughness and the pot

A strife specibus is the term for a type of weapon that Sburb recognizes can be used by a player. It is a game abstract

Strife specibi are categorized into "kinds". Each "kind" allows you (the player) to equip and use weapons of a particulai

It is important to note that Sburb gives you competence in weapons once they have been slotted into your strife specib

Weapons stored in a strife specibus are game abstractions and are rendered incorporeal. This is identical to items stoi

==
** IV - STRIFE SPECIBUS STATS **
==

Most players do not consciously realize that there are stats inherent to each strife specibus. Those that do, usually onl

==>Type

This is the one that most players accept without realizing it. The specibus' Type is the word (or series of words) in the ı

==>Number of Slots

The second stat is the one that players are most likely to consciously understand. Each strife specibus has a limited nı

==>Damage Bonus

This is the first of the stats that is not immediately apparent to players. This stat is "hidden", not displayed at any point

==>Proficiency Bonus

The second "hidden" stat, each strife specibus bestows a level of proficiency with weapons of the appropriate Type. It

==>Rating

Last is the hidden stat for the player's Rating with that specibus. This is the only stat that changes. Rating is a measure

Rating is increased randomly. Each time the player gains a level on their Echeladder, Sburb takes the specibus they h

Rating is reset when selecting the "Replay" option at the conclusion of the game, but a small portion (<10%) of the nu

==>Strife Specibus Limit

Most players figure out at some point that they are limited to having three different strife specibi and are unable to disc

This fourth strife specibus is treated identically to the preceding three in all respects. When selecting "Replay" and bein

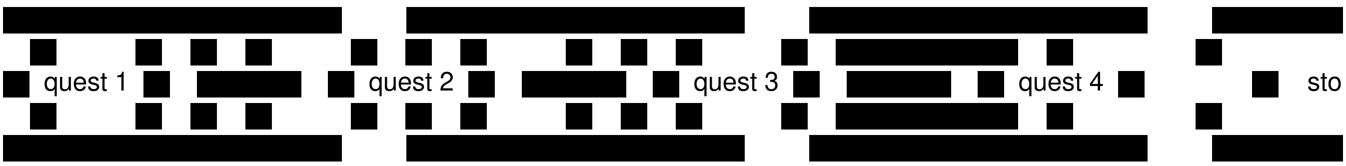
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** V – FINAL NOTES (IMPORTANT) **
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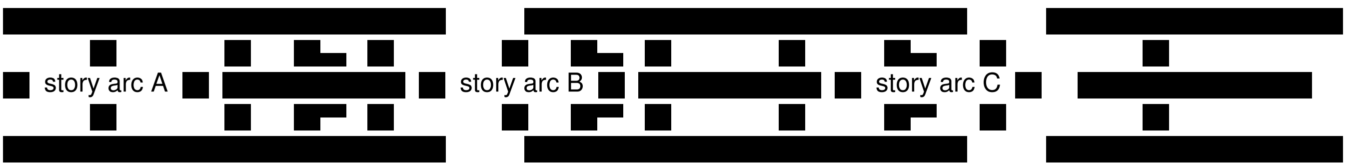
Article - Quests and lore part 3

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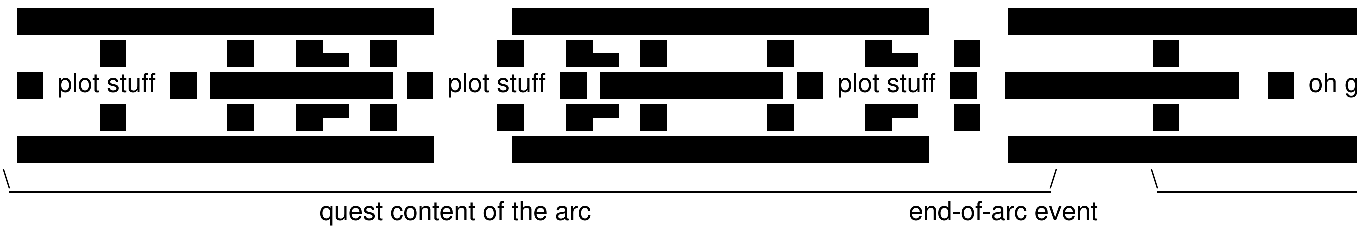
In this game, a large amount of quest content takes place on a player's Land. This content is centered around a loose



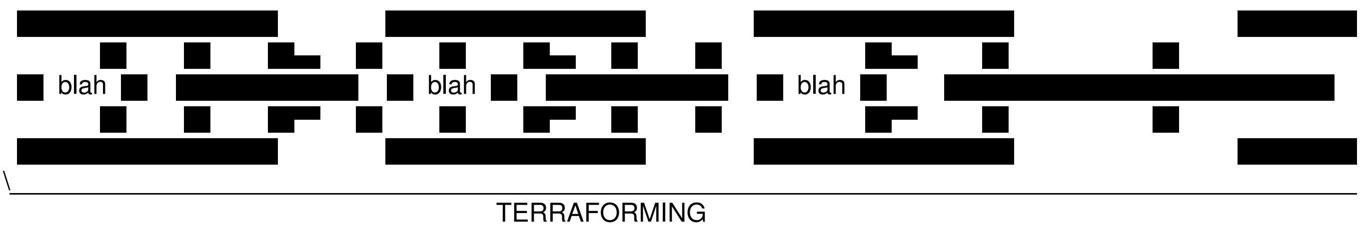
The entire plot of a Sburb Land can be expressed as a sequence of story arcs



and story arcs are demarcated by special events that are noteworthy for being total bullshit.

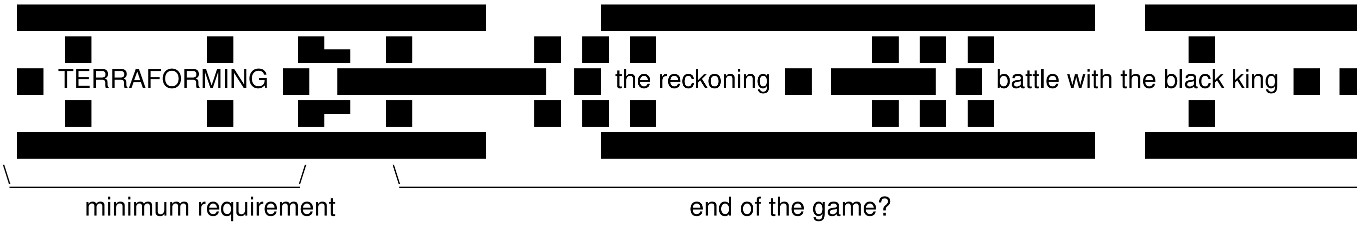


For example, the most popular story arc in Sburb is the first one, an adventure dubbed TERRAFORMING in many FA



This story arc is about a weird plot that involves a planet-healing song, a monster called the Denizen and some kinda r

In fact, you don’t even need to fully complete the plot of TERRAFORMING. The last step, during which you "heal" your



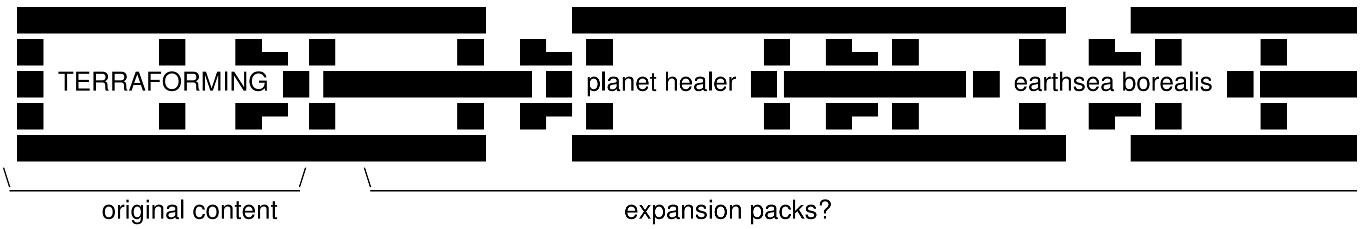
The early FAQs used to believe that the only big adventure in Sburb Land consisted of the Denizen plot. The authors c

It took a lot of time for the sburb community to painstakingly figure out tricks and secrets to go deeper into the game. It

The question that remains is this: why does the game offers a potential GAME OVER screen when the content is bare

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There are a lot of wild theories that try to explain the design philosophy behind Sburb.



The most popular theory is that Sburb is like a game package that comes with expansion packs already installed. In th

The second most popular theory is that Sburb is an incomplete game. That is, the game was rushed out the window du

These two conjectures have generated a long and bitter feud in Sburb theory discussions. The proponents of the Expa

On the other side, people argue in favor of the Incomplete Game theory by citing as evidence that the further you dwel

Personally, I'm glad that I'm too stupid to take part in these debates. I wouldn't be surprised if if both theories happene

Either way, the fact is that game can end immediately after slaying the Denizen or it can go on and on. As a result, the

Which is hella weird when you think about it but whatever.

Article - Quests and lore part 4

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The plot of a Sburb session is something that is generally labelled as **[WPS]**, which can stand either for **[Weird Plot S**

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Being a sandbox game, the premise of Sburb is mostly political. The Players take on the role of nobles in exile from th

From there, it is pretty clear that this mysterious Ultimate Reward is the hot shit since everybody wants to get their grul

That is the situation where you stand at the start of a session. You can gather this much information by asking for an a

The queen's first reaction is always to reassure you that you don't have to worry about anything. You need to push sor

This exposition will involve a lot of weird terms like **[Heir Sansparent]**, **[Heir Conditioning]** and **[Heir Transparent]** w

On the other hand, it's fair to say that the relationship between the two kingdoms isn't exactly a war. The dream kingdo

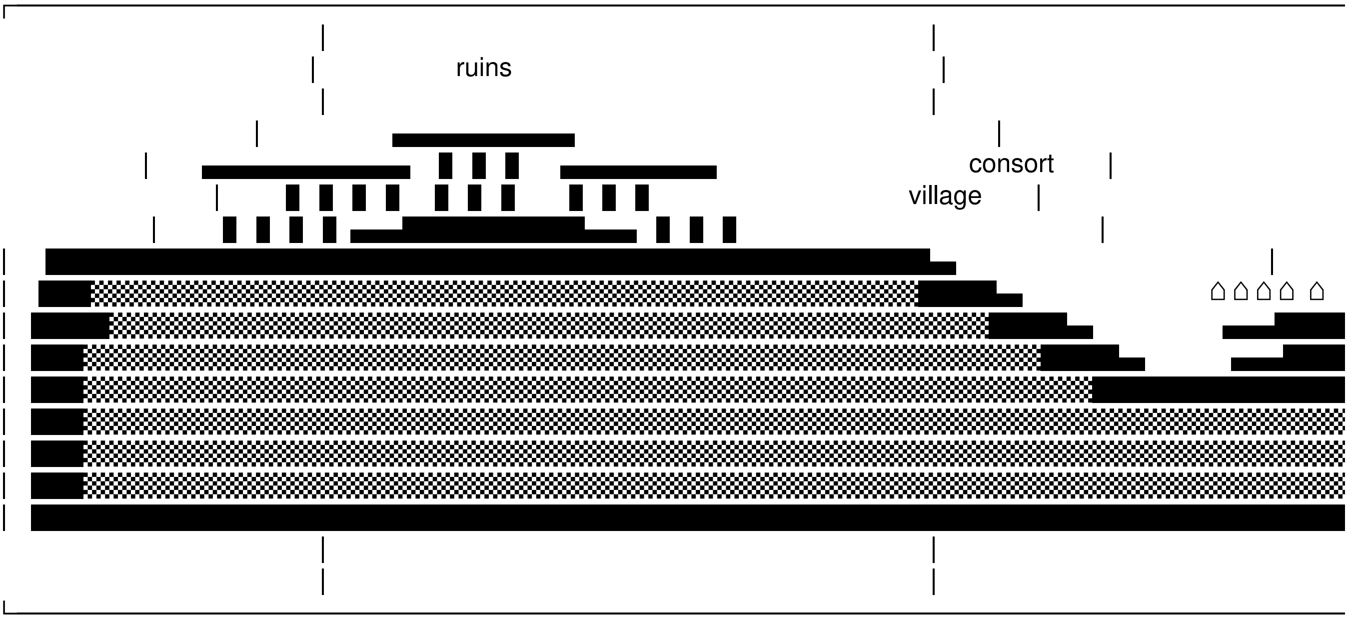
None of this crap is terribly important, the bottom line is that you need to embark on a vague quest to become the char

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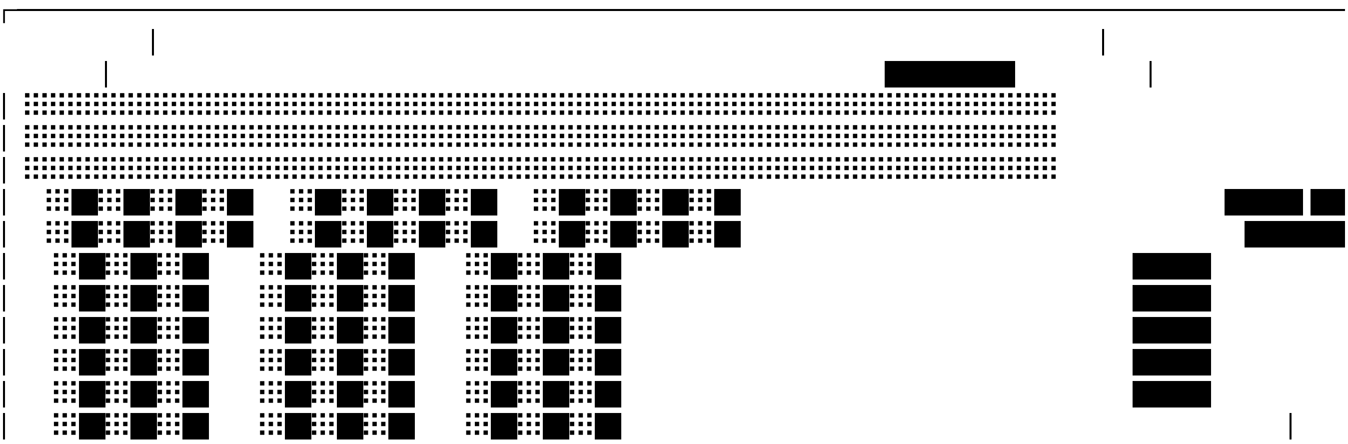
The first cool thing about the lore is that Players are already a celebrity on their Land. As the exiled royalty, the Players

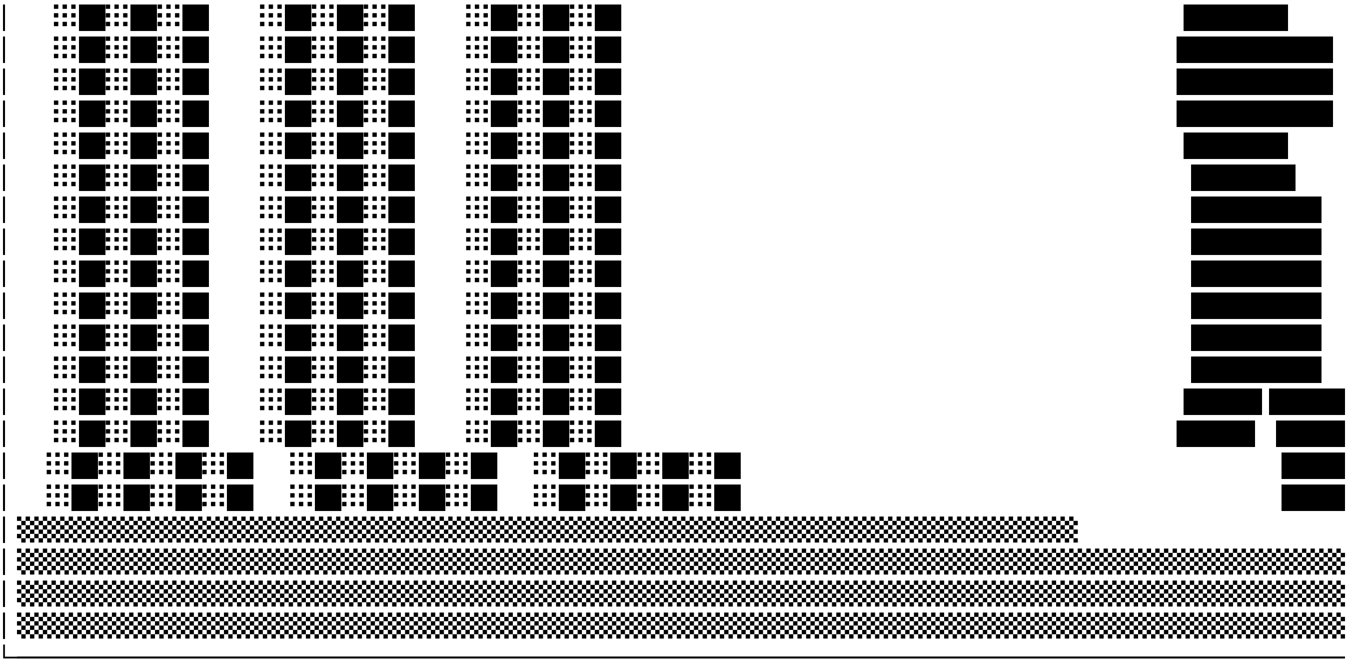
The first step to being a hero is to know where you're supposed to go. In general, the progress of the land quests is ce



Ruins are often found near consort villages. The typical gameplay of the land quests consists of traveling to a consort

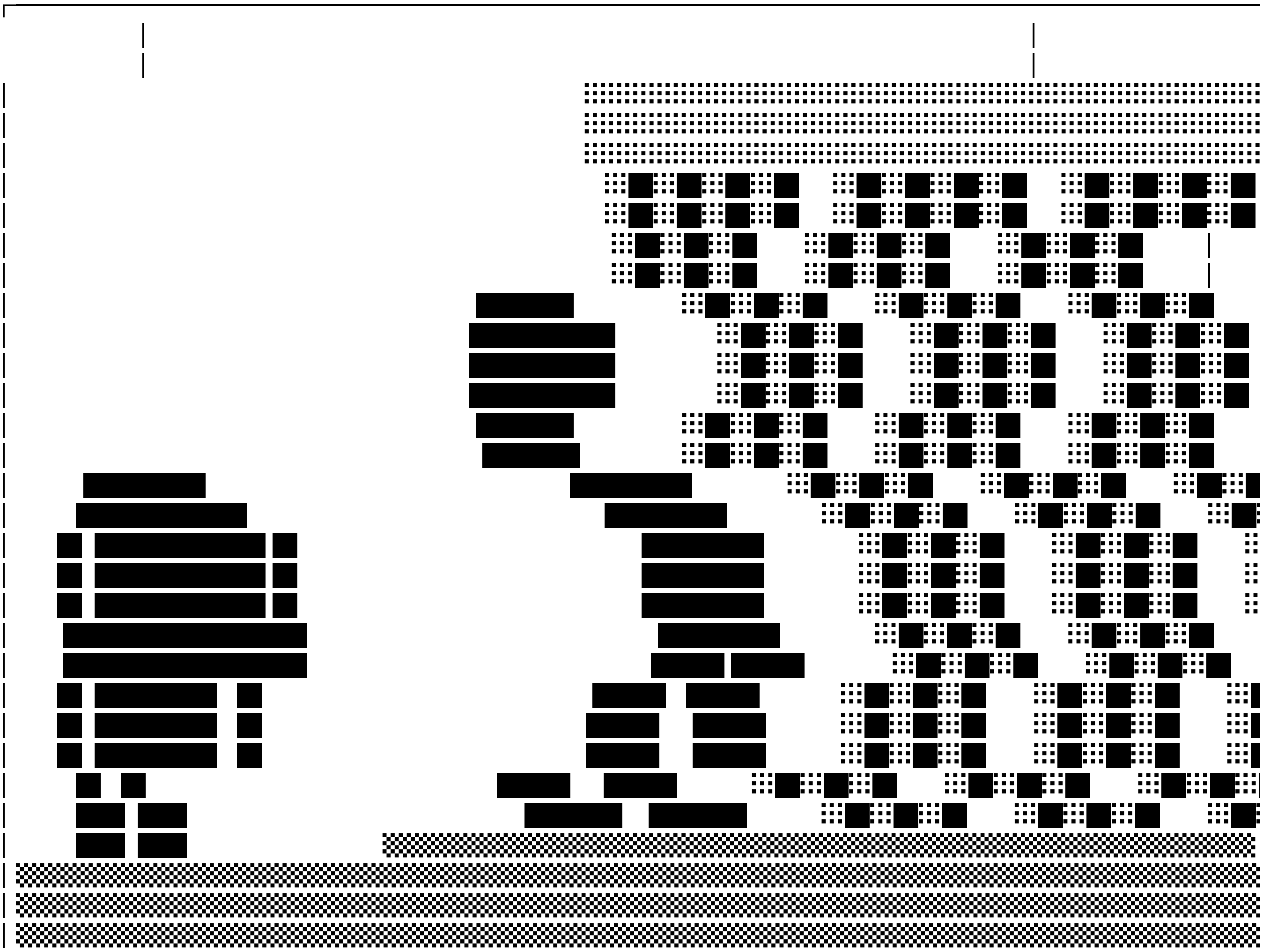
It's like you're a wandering hero without a clue and the ruins are your instruction manuals. These areas multi-purpose.





It’s not clear who built the ruins from the point of view of the lore. It’s not the work of the consorts – consorts are stuck

You could say that ruins are supposed to be a mystery but I prefer to think that the game lore is exceedingly lazy. The



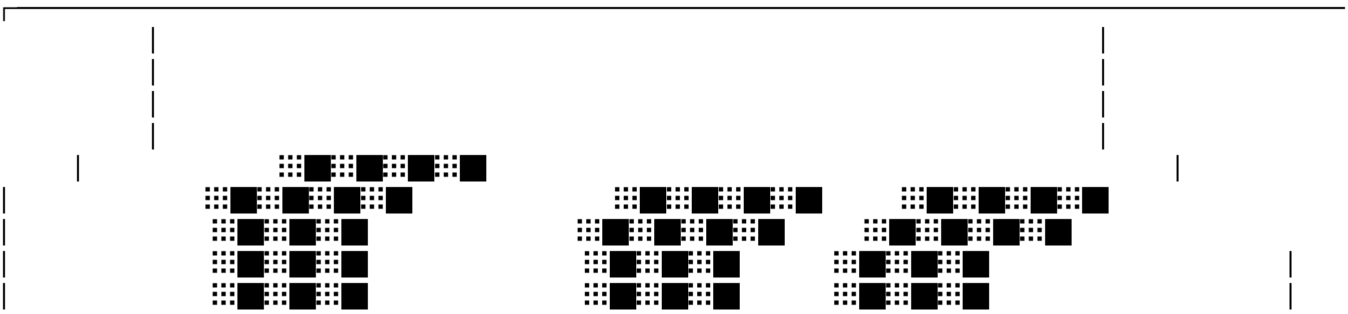


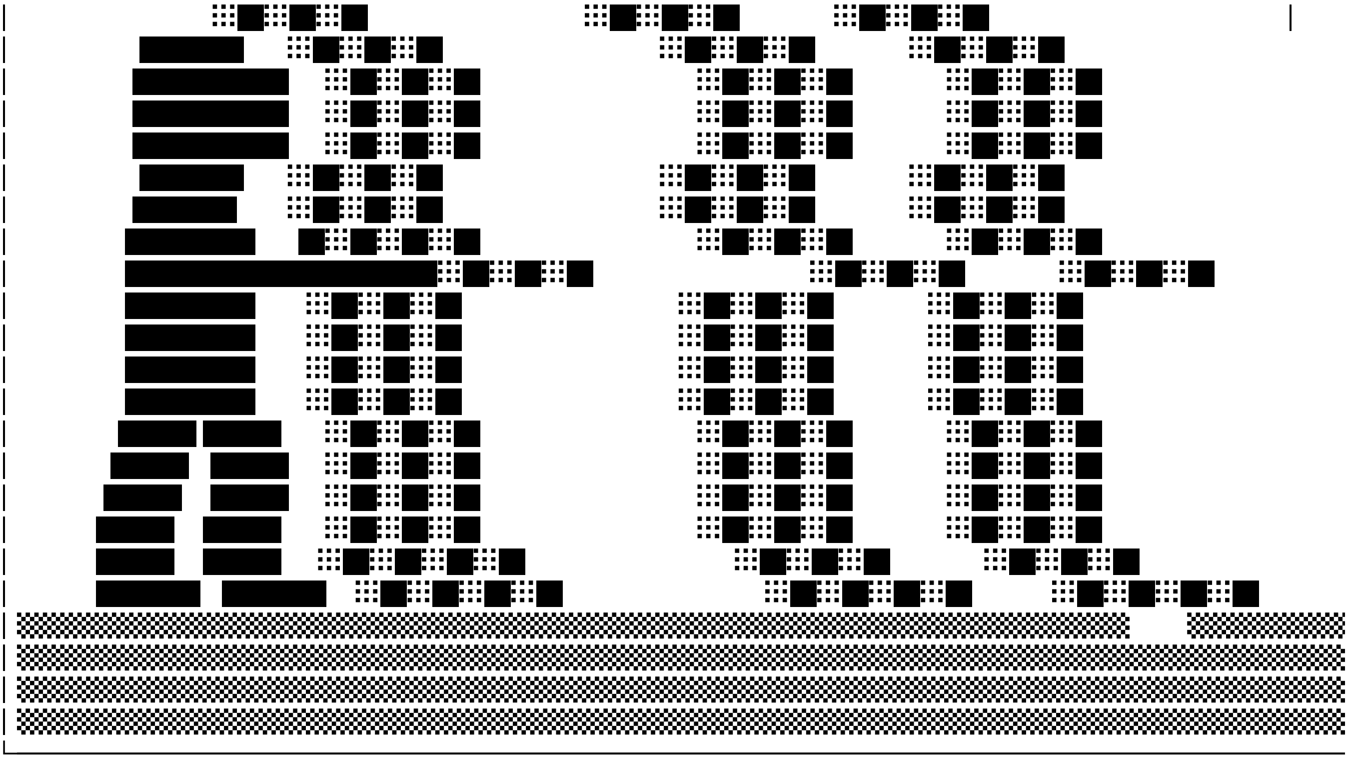
The first thing that you will notice about ruins is that they are infested with monsters. Ruins are both combat zones an



It's hard to feel heroic when beating up imps. Poor little guys.

You can abscond if its your preference but dispatching the monsters is recommended because they get in the way of t





Ruins are rarely open-access. You need to solve puzzles and move stone collumns and make staircases appear and l

I think it's fair to point out at this point that nothing compels you to explore ruins. Once you have survived entering the

In design, there isn’t much of a difference between dungeons and ruins. Dungeons are usually more action-packed an

Once you decide to investigate the lore more seriously, you are bound to notice quickly that a lot of things don't add up

Article - Quests and lore part 5

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The lore of the main storyline consists of your journey is to overthrow the Denizen who rules unfairly over your assigne

The formalities you have to go through are generally classified in three categories: achieving DEEDS, completing TRI

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Sburb is a game that involves a lot of procedural generation, which is a fancy way to say that the game generates diffe

A template is something that is set apart from the random content. It's like a set of guidelines for creating a special loc

The majority of unique content is associated with sidequests. The main storyline is something that is especially tailored

The only exception to this rule is at very beginning of the game. In order to get started on the main storyline, you have

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These are the important features, unique or otherwise, which are important to know in order to get started with the Lan

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STARTING ZONE

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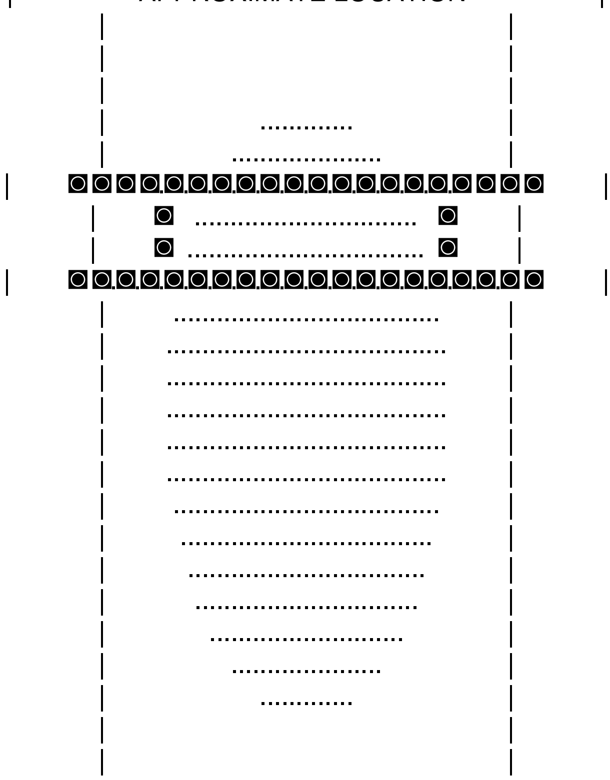
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All adventures have to start from somewhere and that somewhere is here. By default, the game spawns your house at

Normally, The game is supposed to prepare a flat area at the top of the Land in order to accommodate your house. Th

THE FIRST CONSORT VILLAGE

APPROXIMATE LOCATION



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The first of the SEVEN GATES above your house will take you to this relatively safe and quiet area. Since you escape

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                                    RUINS
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Ruins are scattered pretty much anywhere through the Land. Most ruins are found near consort villages. There are al

Ruins that house a trial are generally denoted as **[Ruins With Strings]**. It's a specific branch of doing maturity quests,

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CONSORT VILLAGES (GENERIC)

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Consort villages can be found anywhere on the map, though as a rule, they don't appear at the extreme top or bottom

In the event that the game creates a village on top of a ruin, the ruin has the priority. The village's structures will not sp

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THE SECRET CONSORT

* *

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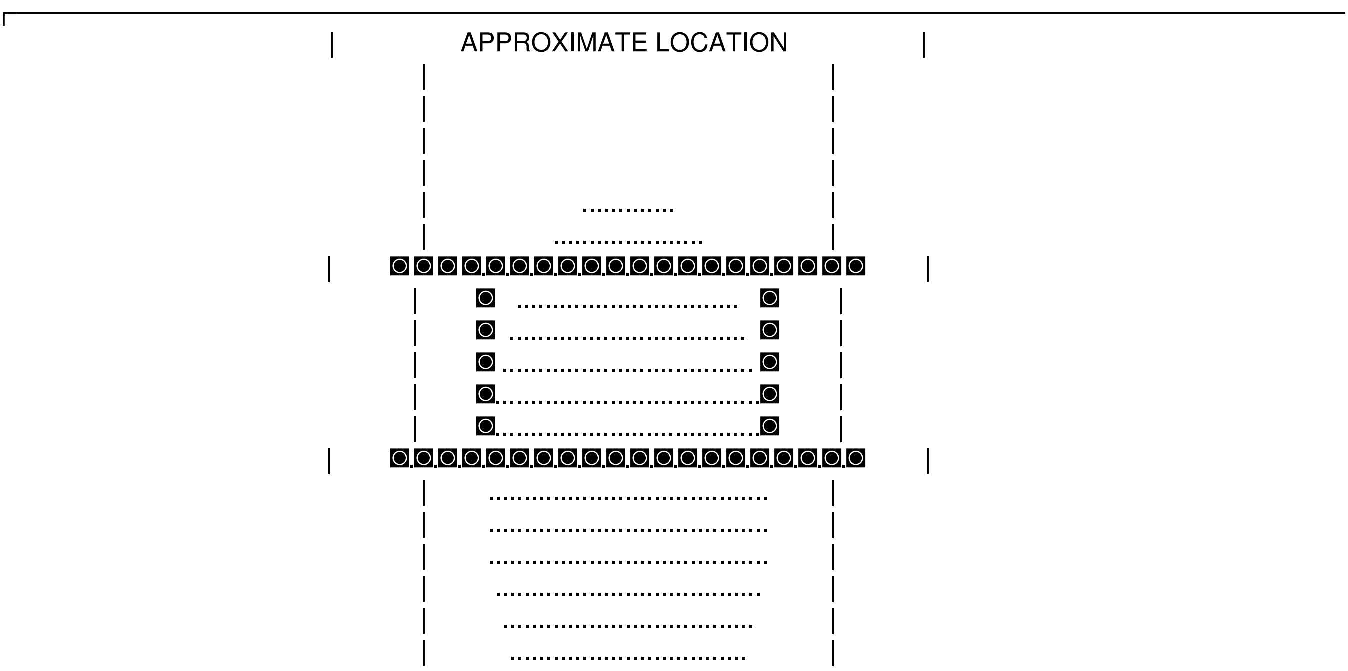
The SECRET CONSORT is a unique NPC. it forms some kind of weird cult around an item that originates from your ho

You will find this NPC in the first consort village you come across, after going through your first gate. It will then be fou

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THE LEGENDARY NAP

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The LEGENDARY NAP is a unique quest and the first step of the main storyline. It’s also the most boring quest in the

The Quest Bed can be found in a unique location called the PINNACLE OF MIRACLES. It's basically a big spire. It is f

After performing the LEGENDARY NAP, you are directed toward a consort settlement called the CONSORT CAPITAL

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EBONPYRES REGIONS

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Your Land is covered in invisible zones that modify the properties of underling spawning rates and behaviors. Understa

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                              THE RED LINE
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The RED LINE is a unique Ebonpyre area. It is a thin invisible zone that stretches across the globe and divides the Lar

For some reason, underlings are noticeably stronger on the other side of this barrier. Caution is advised. It’s like in RP

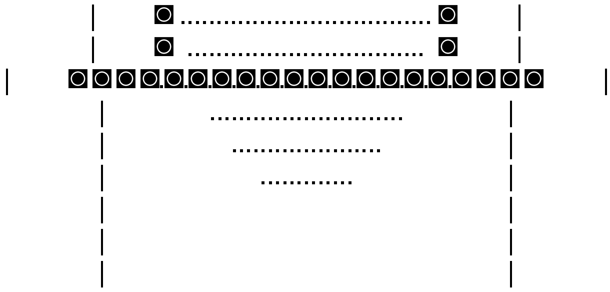
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THE CONSORT CAPITAL

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This is a unique consort village that spawns somewhere in the lower hemisphere of the Land. It is the biggest consort s

This town is different than the other consort villages, in the sense that the Denizen rules over it. The Consorts there ar

A statue of the Denizen can be found in the middle of the city.

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THE TEMPLE OF TERRAFORMING

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This is a unique dungeon related to the main storyline. It always has X in its name, where X is the same word found in

You will first need to reach the CONSORT CAPITAL in order to have access to this area. Most people consider this du

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UNLABELLED DUNGEONS

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Unlabelled dungeons are temple-like dungeons related to the main storyline. Accessing these areas require that you p

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THE PROMONTORY

* *

| LOCATION: CAN BE PRETTY MUCH ANYWHERE |

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The Promontory is an elevated area where "you are close to the Land" or where the "Land can listen to you". Somethir

It's a ceremony thing.

Don't ask.

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Well this is it. That's the boss area. The Denizen Lair spawns far in the bottom hemisphere, or as the lore puts it, "whe

WARNING: Skipping the main storyline to go straight to the Denizen Lair will result in a violent death. Like seriously. T

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@@@*   A warning abo
@@@*********************
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Before going deeper into Lore stuff and the structure of the main quest, there is something that needs to be said. It's fa

- The game makes references to thing that aren't in the game.
- The game gives information that contradicts itself.
- The game presents different theories to explain the same thing.
- The game doesn't try to explain certain things at all.
- The game hands you information at random and out of order.
- The game checks for specific requirements without informing you.
- The game uses a boatload of weird metaphors and word substitutions
- The game hands you bugged quests that must be glitched through.

Making sense out of this mess is like playing with a jigsaw puzzle. The kind of jigsaw puzzle where none of the pieces

And don't count on having the NPCs explain things to you.

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Most new players assume that their most direct form of information will come from NPCs. Well, it's how it works in mos

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SPRITES

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Sprites are super NPCs that know everything, are nearly unkillable, provide infinite healing and CAN SHOOT LASERS

Also they have a nasty habit of vanishing god-knows-where. It's like there's a sexy sprite party that is permanently goir

One popular theory that suggests that the internal timer which dictates how long a Sprite lasts in the game is based on

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CONSORTS

* *

By design, consorts are about as cute as they are clueless. They spew information that is mixed up, misleading and in

For example, if you ask stop in a village and ask a random consort what you should do about the Denizen, it can answ

In short, your consorts will say things that are blatantly wrong. Your consorts will advise you to do things that will outrig

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CARAPACES

* *

The dreamfolks might seem more civilized than the consorts but don’t let that fool you. They are just as messed up. Tr

For example, one time that I was stunting around my dream moon, I asked a cake-obsessed prospitian to explain the l

The conversation should have been over by that point but **it didn't stop**.

The carapace rambled about how he was so much cooler than his neighbor, a smiling fellow who likes pie instead of c

*The stupidest thing is that all of this stuff turned out to be true and part of a massive sidequest. I hate it when this hap

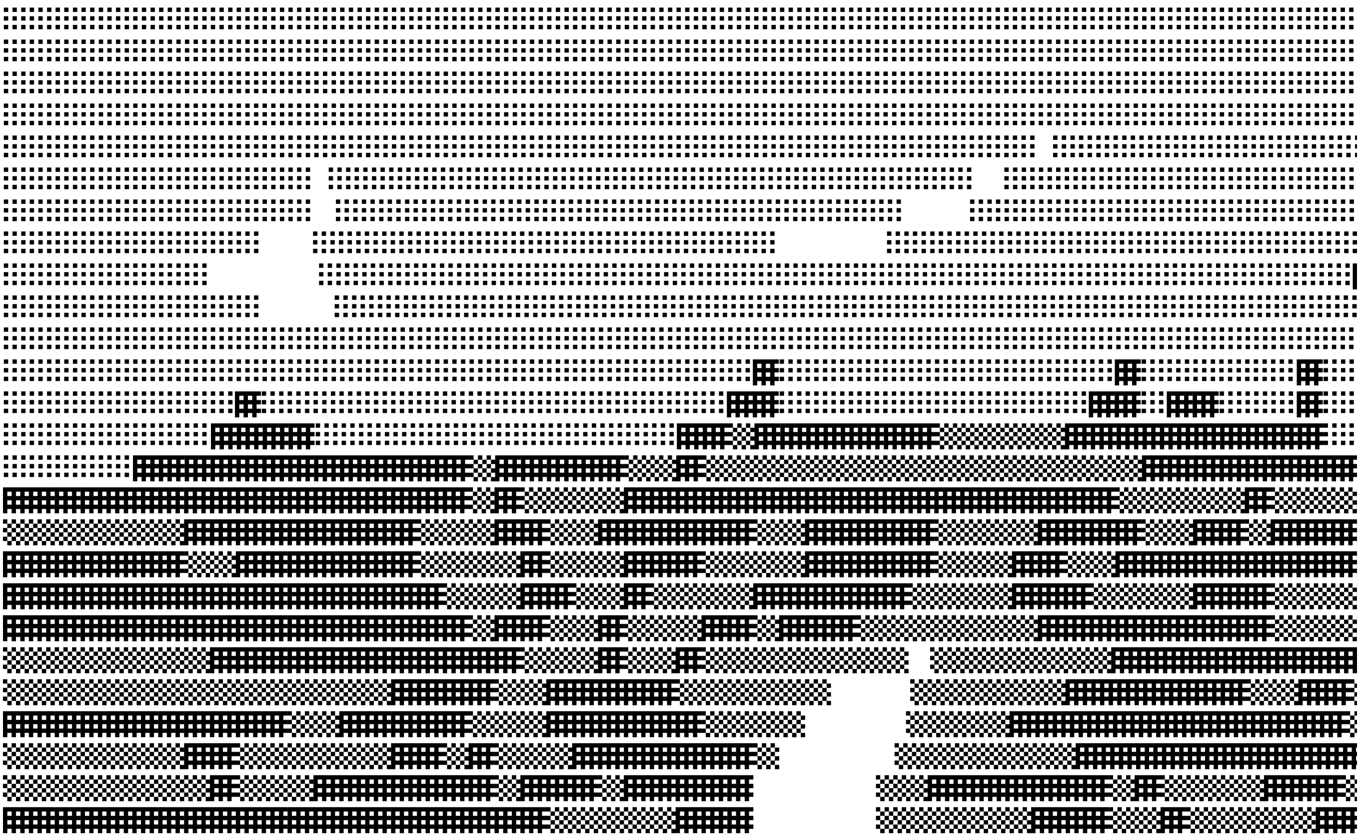
Article - Quests and lore part 6

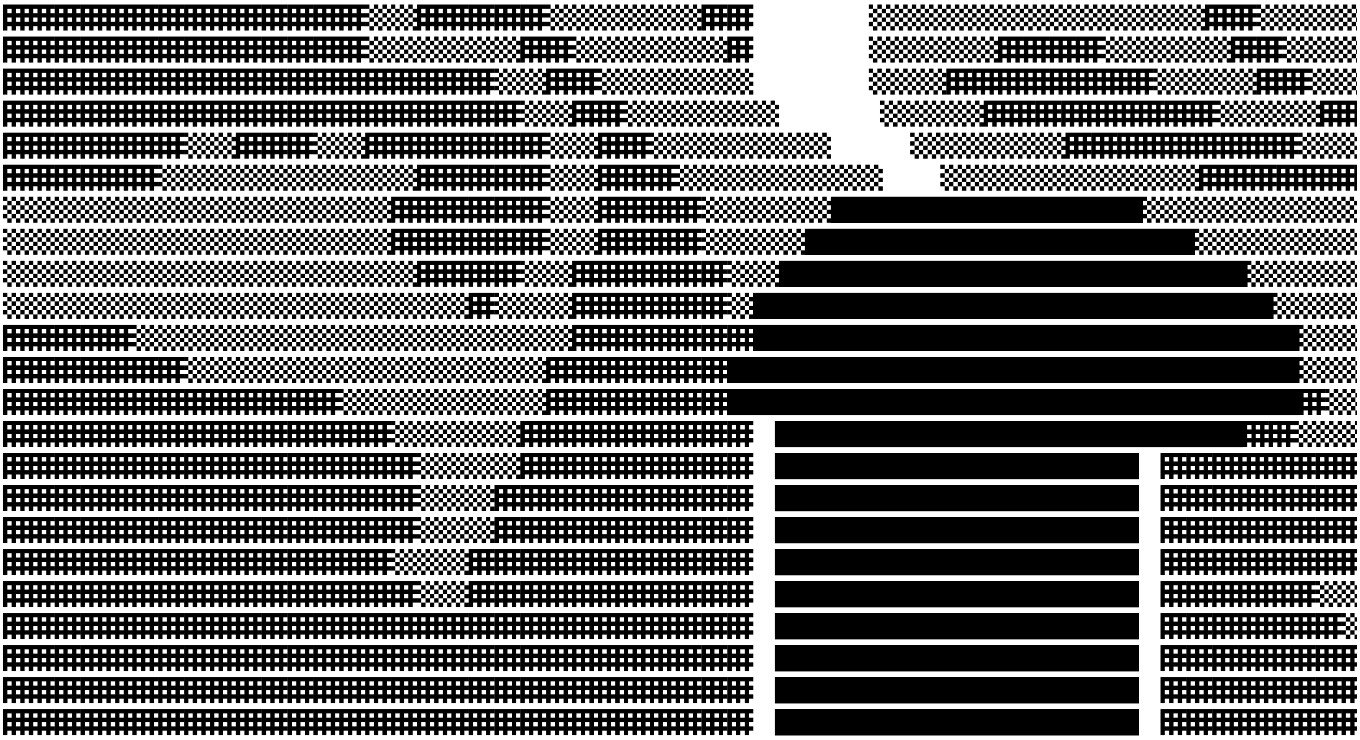
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Ok so after you arrive in the Medium, you’re going to stunt around your Land for a while but eventually you’ll want to ge

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The Legendary Nap plays out like a vision quest. You have to travel to a specific location where you have to go to slee





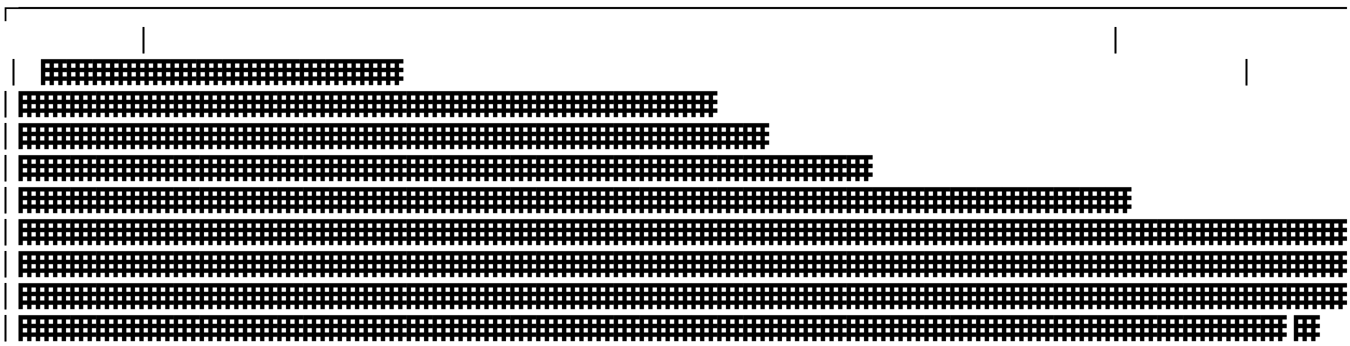
This landmark is called the Pinnacle of Miracles, and the symbol that glows at the top (your aspect symbol) is called th

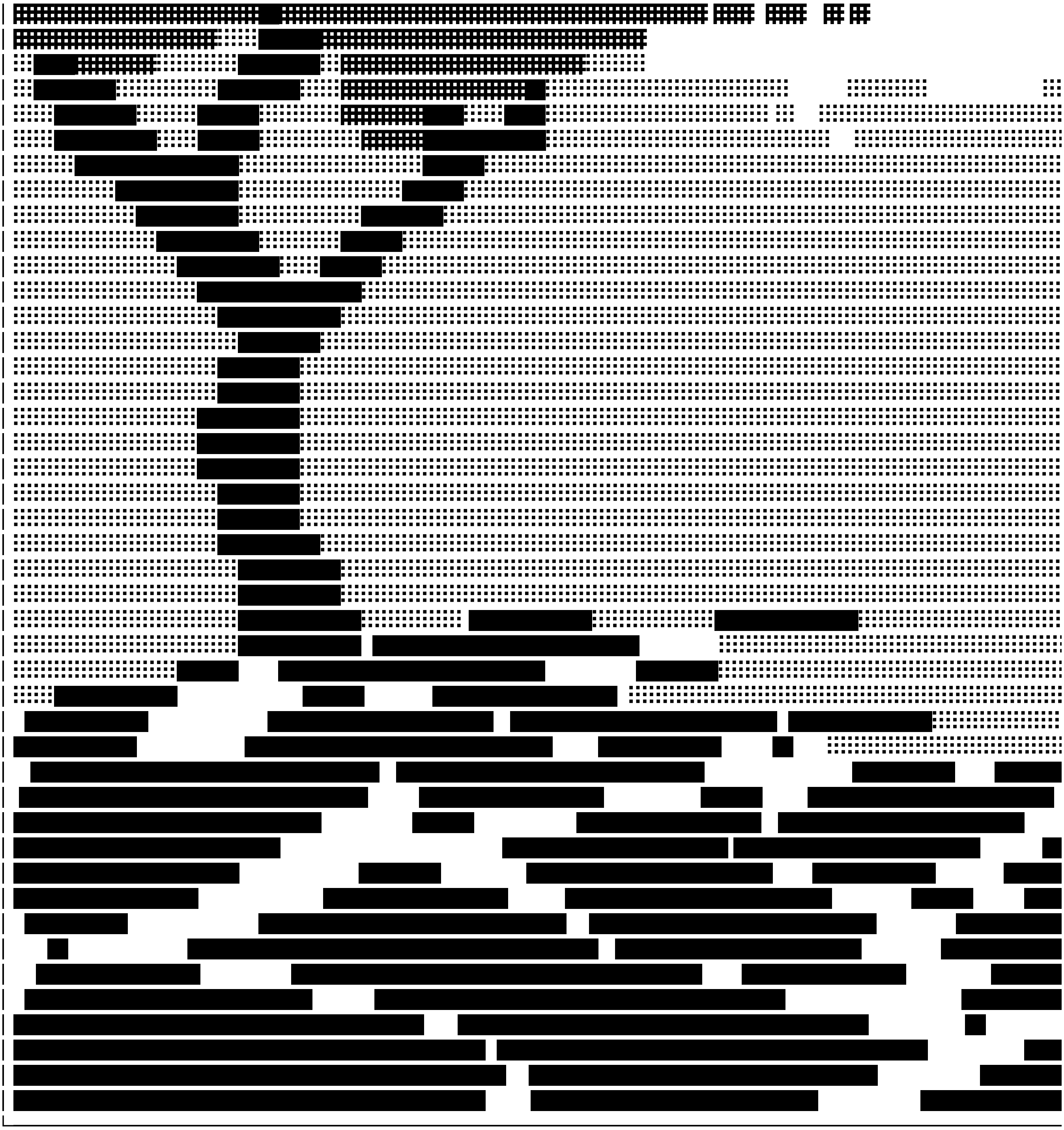
Anyhow, the Legendary Nap isn’t a quest that is given by a NPC in particular. It’s just something that the game sugges

Your first goal is to reach the landmark; everything else is easy modo. I mean wow, there are stairs that lead to the sur

To be exact, when you lie on the quest bed, the game is switching switching around some important game variables. T

But putting these technicalities aside, the point of the quest bed is that you go to sleep in it and you wake up in the fina





It might sound cool to catch a glimpse of the final area of the game but actually it’s kinda dull. It's just a weird-ass ches

You can decide to see the war from up close if you want. You can’t fly on Skaia, though, so you have to walk on the gr

It's probably supposed to inspire you or something. I don't even know. Personally I think it’s just giga-stupid. And it mal

Eventually you'll wake up and you'll be back on your Land. That's it. That's the whole quest.

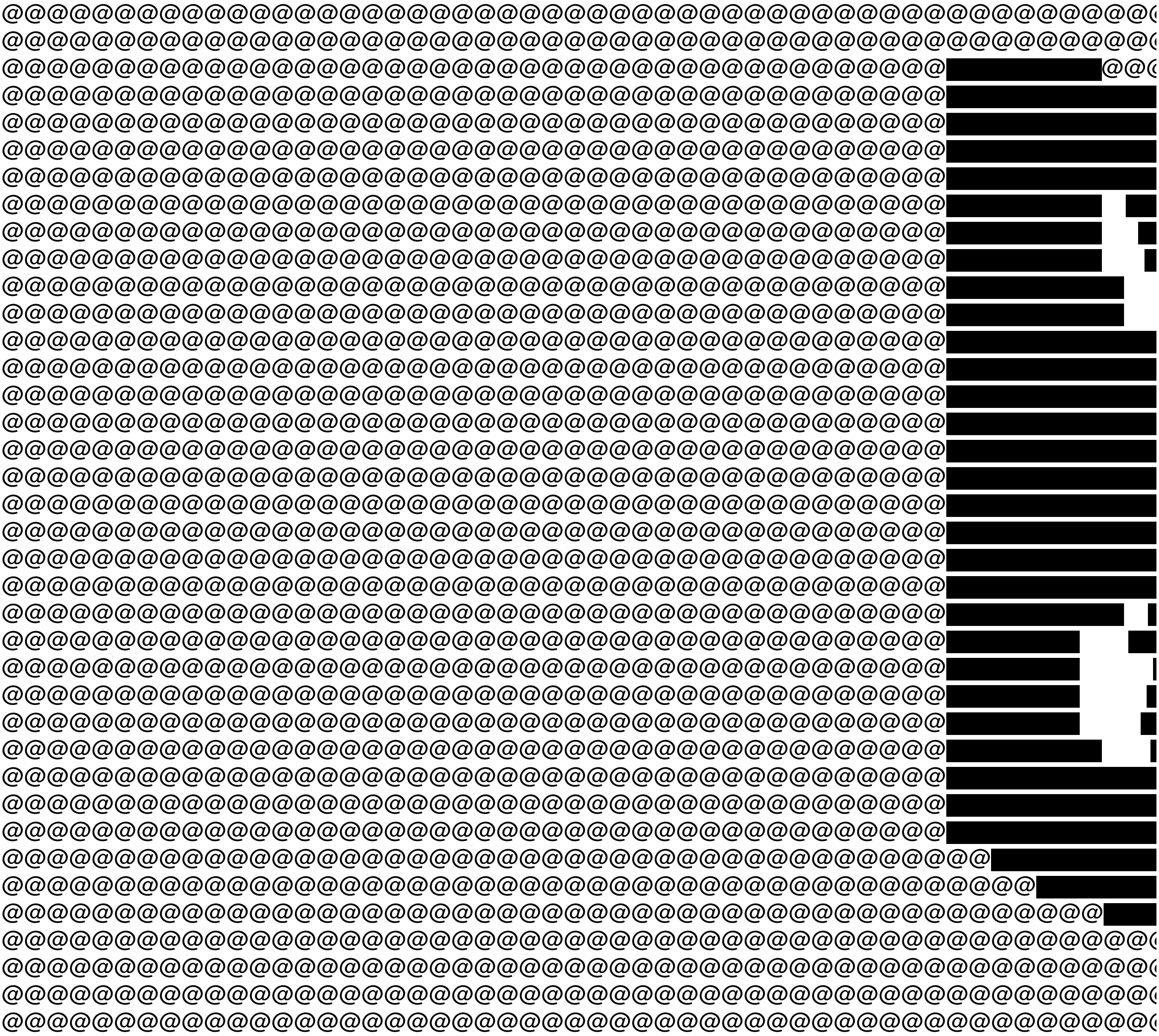
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There's a trick for making your Legendary Nap a bit less dull. You can time yourself with other Sburb Players so that y

Anyway, since we're talking about it, that trick with the simultaneous Legendary Naps is something that my Seer did in

It was the first time I saw either of these internet buddies IRL. Ok well no. It's debatable if it counts as IRL since it's wit

Article - Fraymotifs





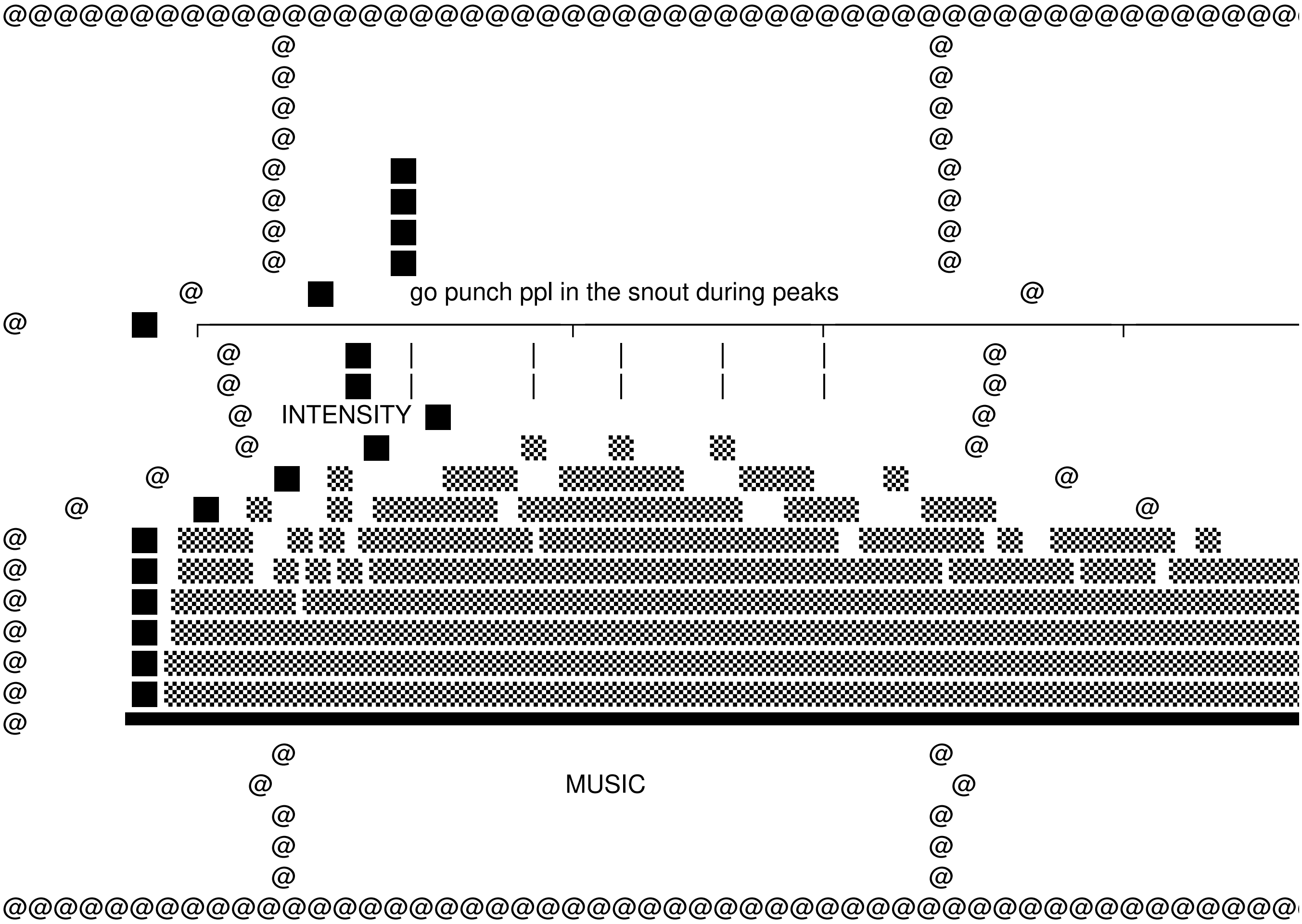
Fraymotifs are a musical feature in Sburb which provide needful advantages. By itself, a fraymotif is basically an ambie

Any Sburb player can use fraymotifs and there are several interesting quirks about them. However, fraymotifs are not a

@@
@@@*********
@@@*   Fray
@@@*********
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Fraymotifs act like a rhythm-based minigame which stacks on top of playing Sburb. The groundwork of using fraymotif

The first thing you need to remember about fraymotifs is that they reward aesthetic movements. The more your actions



Ok so that may look simple in essence but that's because this is just fraymotif 101 stuff. I suggest checking out fandan

Here's an example of the weirdness that you should expect from fraymotif mechanics. If you use a ranged strife specib

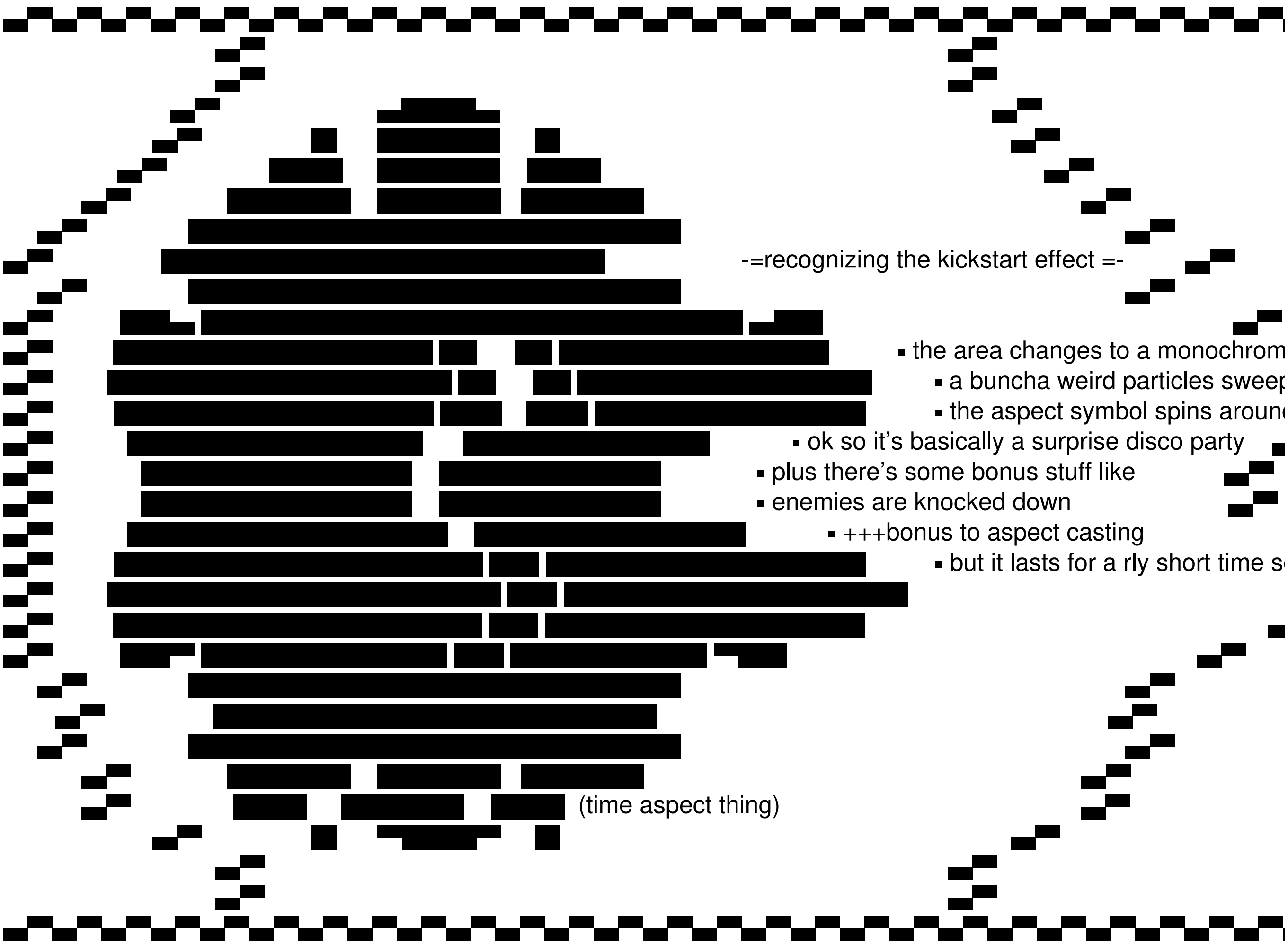
You have to get used to this kind of nonsense. The more you play Sburb, the more the difficulty level shoots up and ev

1: Learn to recognize that everything in this game world wants to kill you.
2: Learn to dance.

That's pretty much it. Also, the bonus stats from fraymotifs are increased if you alchemize musical instruments into you

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Fraymotifs have an undocumented feature called the **[Kickstart Effect]** which sometimes auto-activates at the same t



When it activates, the kickstart effect is hard to miss. It causes players to be surrounded by their aspect symbol, which

The invisible force thing is hard to describe just like that. It's something that just makes sense in context. It's like... ok tı

A fraymotif will only kickstart under specific conditions. You can usually tell on the spot when the conditions are right. It

As a rule, the force of the kickstart effect is inversely proportional to a crisis you are facing. The more a boss is super c

The real advantage of the kickstart effect lies in the aspect symbol that is glowing/spinning around you. It's a period du

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You do not start the game with any fraymotifs. You first need to buy fraymotifs at a FRAYMOTIF SHOP, which can be

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Ok so, fraymotifs cost a ridiculous amount of dosh. They cost so much that you'd think that the economy in Sburb is cc

Once you have enough money to match these bullshit prices, it's suggested that you start with the solo fraymotifs. Fra

You can visit a fraymotif shop on another player's Land if you want. However, that shop will sell that player's personal f

There are two minor bugs in fraymotif shops. First of all, one of the fraymotif costs twice as much as it should. Every fr

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There is a second kind of shop, called the ADVANCED FRAYMOTIF SHOP, which is hidden somewhere on your Lanc

Also, the advanced shop is a good deal more bugged than the normal fraymotif shop. You should AVOID visiting an ac

The advance shop sells really crazy fraymotifs that are both powerful and are more likely to generate the kickstart effe

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For some people, launching a fraymotif is something that comes naturally. Like, these guys just have to twitch their no:

Ending a fraymotif is easier than starting one. When you stop paying attention to a fraymotif, the volume slowly goes d

CAVEATS - you cannot use a fraymotif in these circumstances

- As a dreamself
- While standing on a bed object
- While standing on an alchemiter pad (bug?)
- In certain kinds of dungeon rooms
- In the underworld
- In the denizen lair
- On the earthsea borealis
- In the prospit/derse throne room
- In the skaian magicant

If you can't start a fraymotif in a certain situation, it also means that you can't sustain a fraymotif that is already playing

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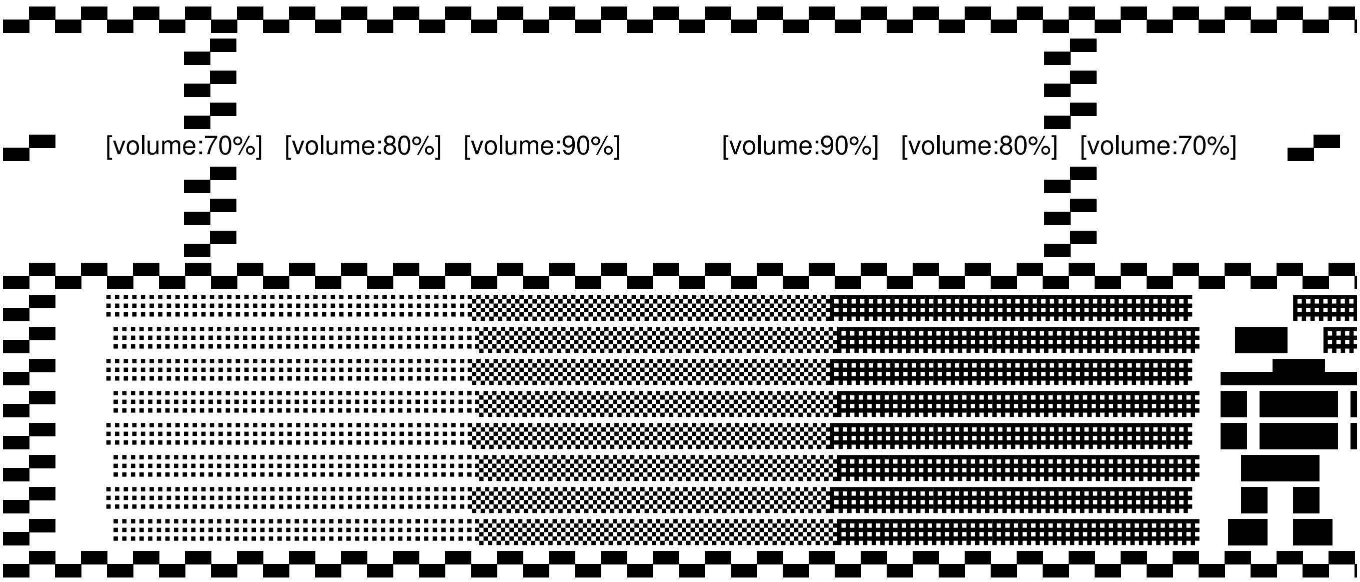
To start a combo fraymotif, both players must have purchased a dual fraymotif and they must be relatively close to eac

Some people are not very compatible for starting a fraymotif together. It happens. Like the one time I had had an unbre

Another important thing. A fraymotif combos between two players will only keep playing while both players are togethe



Fraymotifs aren't actual songs that are playing around you. They are game abstraction. For example if you play a frayr

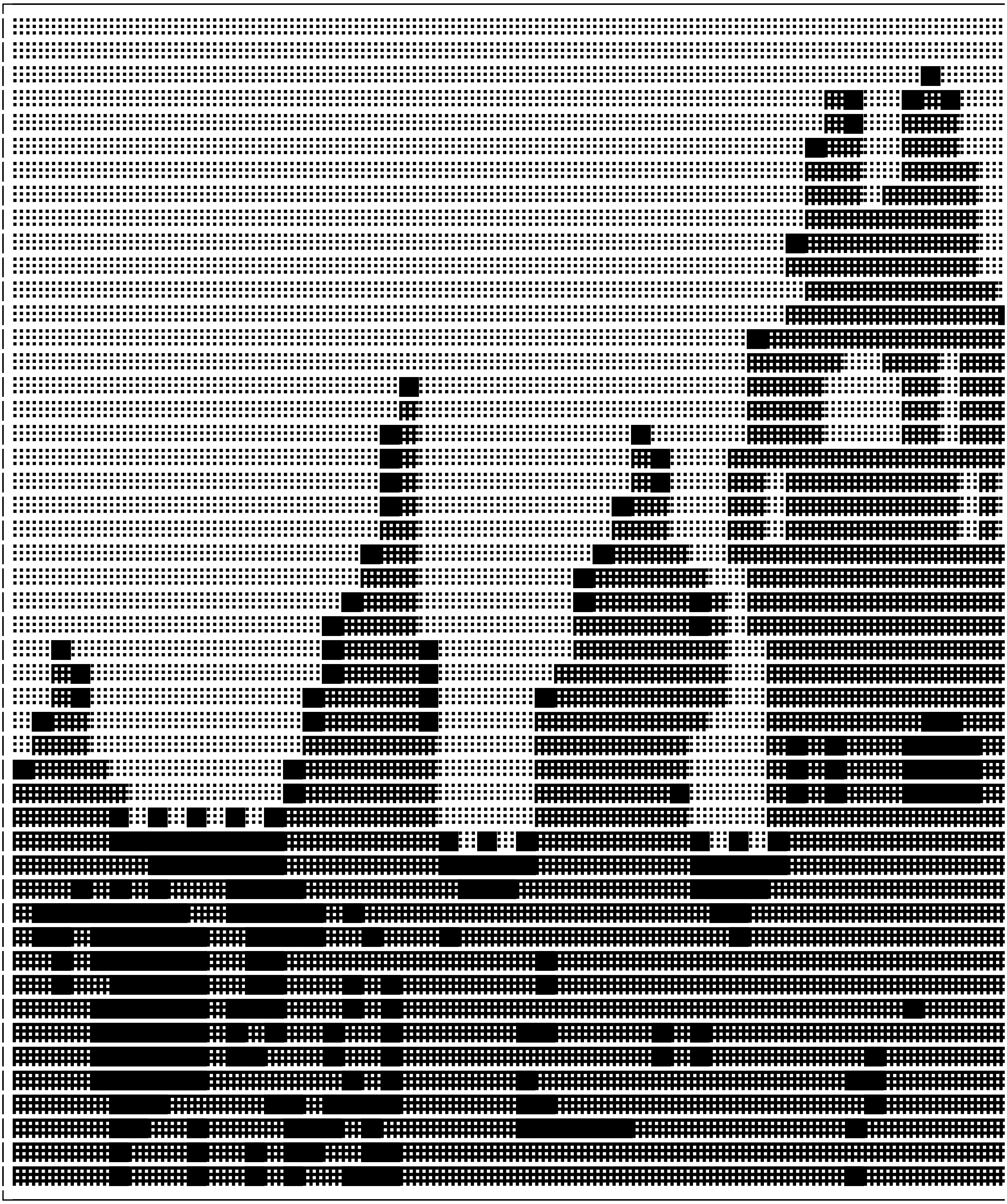


So in short, the whole feature is more like an invisible aura than actual music. Even worse, it's an aura that makes you

Another interesting thing about the fraymotif radius is that it doesn't ignore things like walls. The range/volume level is

A lot of FAQs suggest that when things suddenly go wrong, your first reaction should be to start a fraymotif. It's not a b

Article - The dreaming



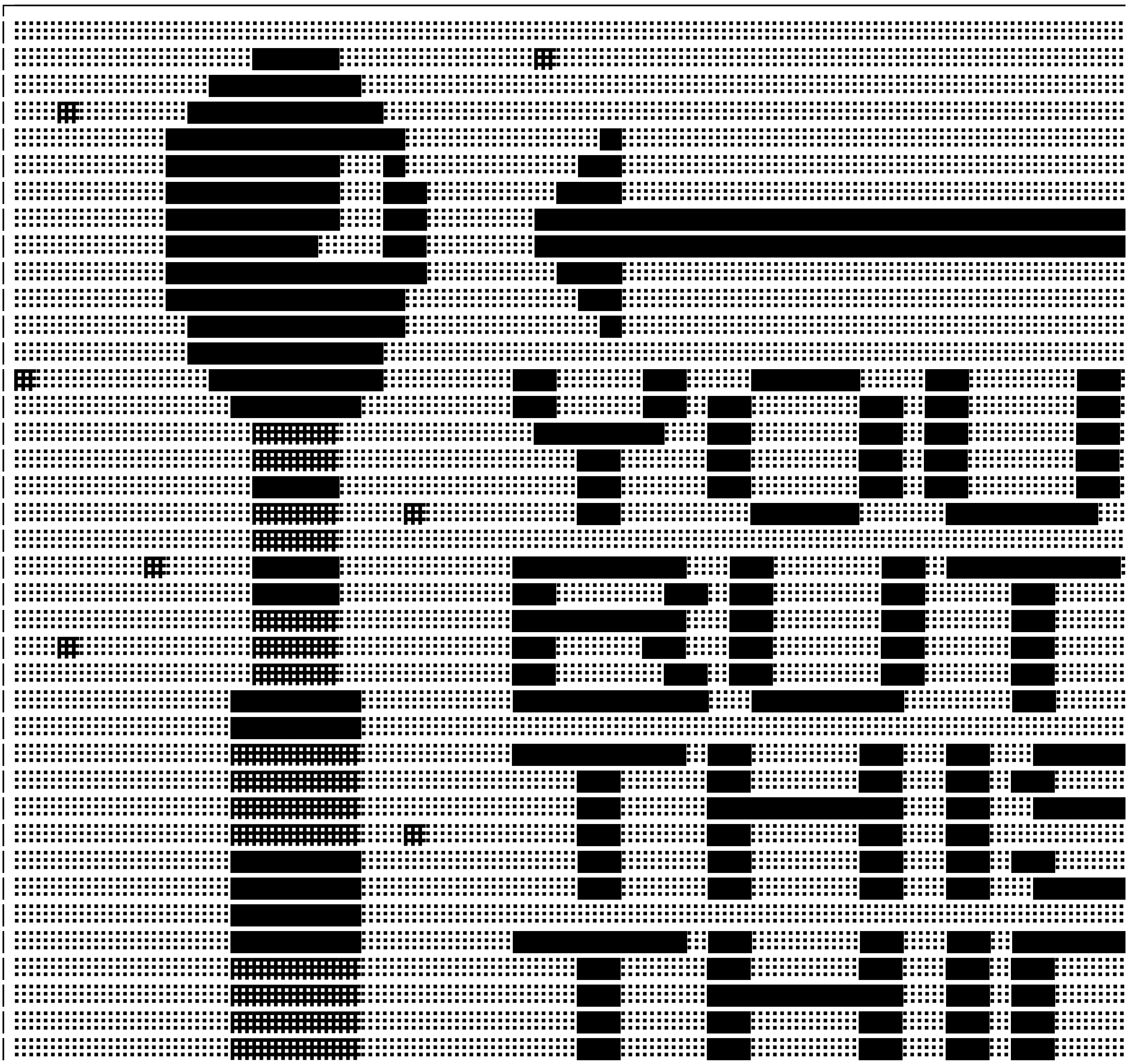
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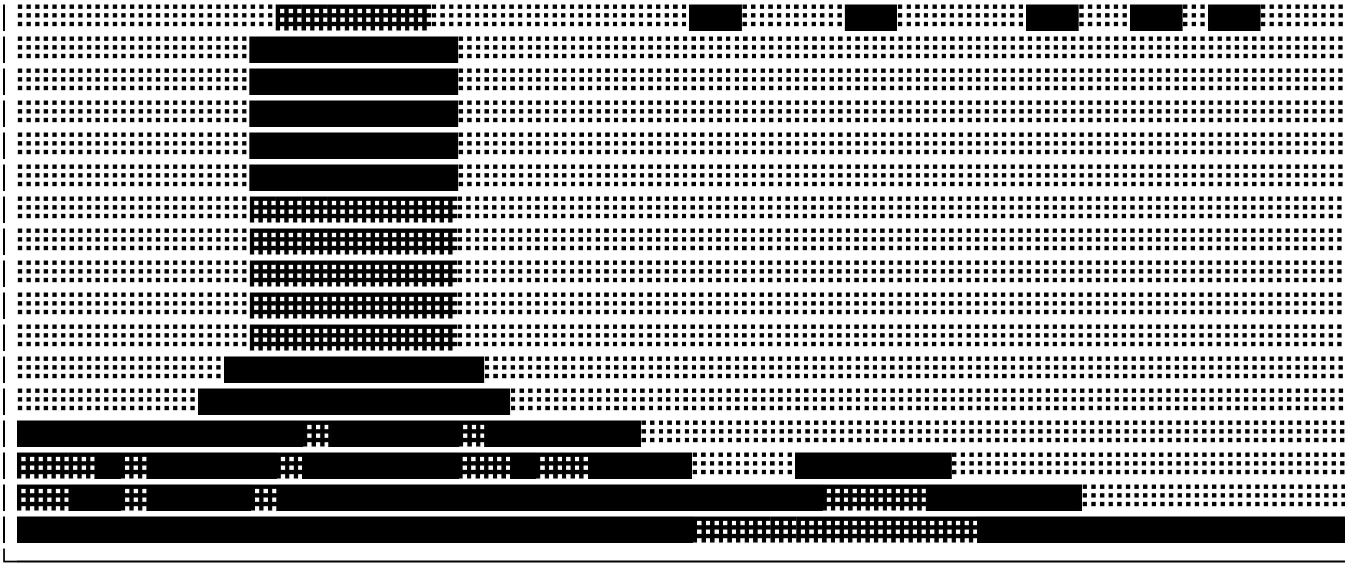
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The DREAMING is the given name to the subject that encompasses DREAMSELF MECHANICS and details about the

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The dreaming involves waking up in a phallic tower that is on a moon chained to another moon. That double moon is c



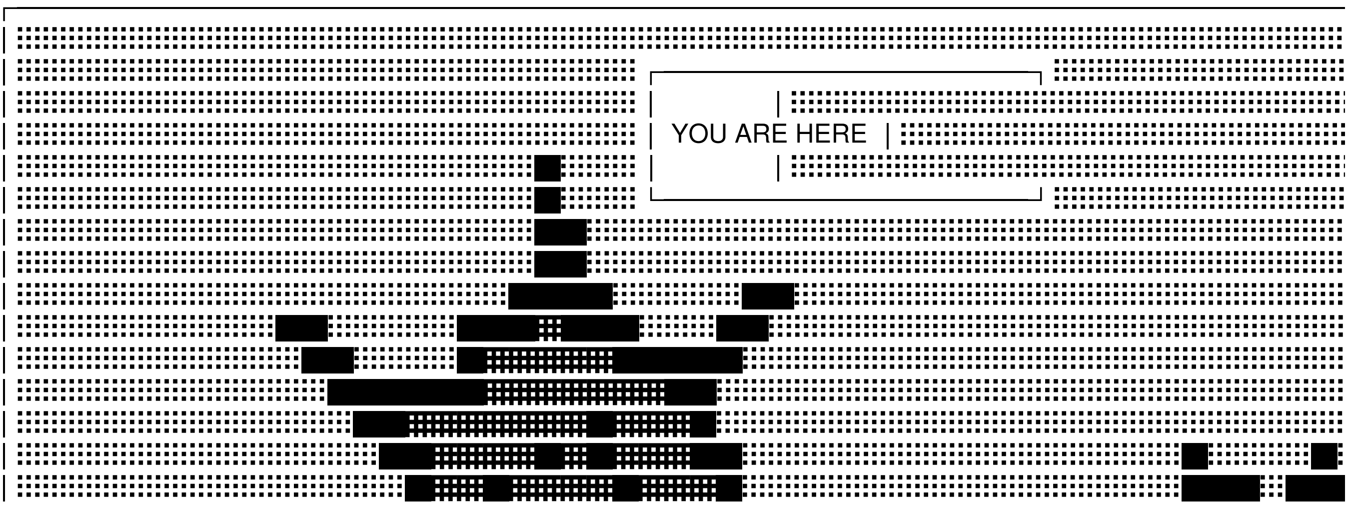


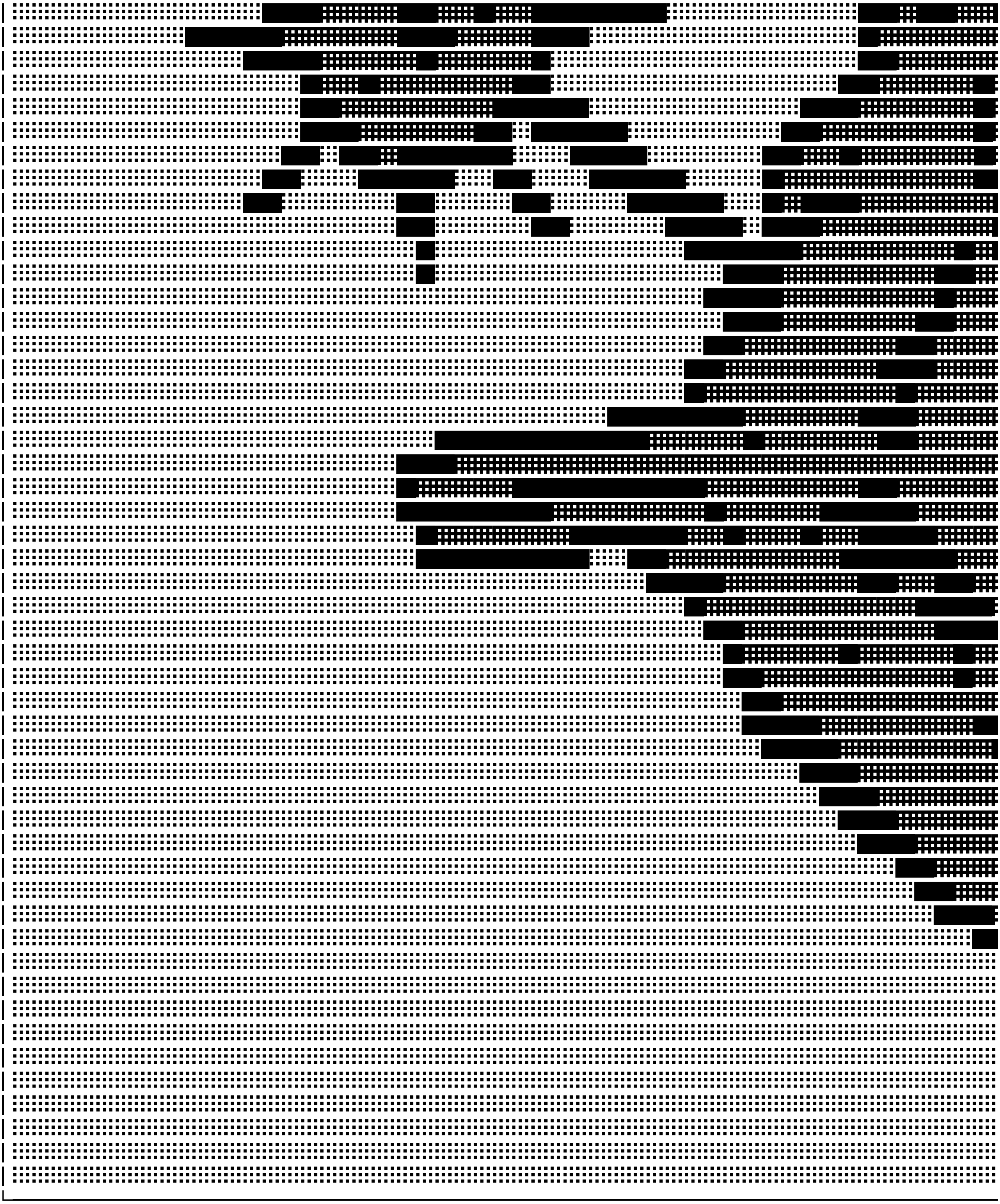
There's a whole lot of crap to do in the dreaming, more that you can shake a stick at. Stuff like, you fight with cake thie

And then there's also all the ceremonial events and the ballroom dancing and the feasts, these guys always have one

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There are essentially two dream kingdoms. One is called Derse and the other Prospit. Every Sburb player has a drean





There isn't a big difference between Derse and Prospit, they're both awful. Prospitians are too permissive and motherl

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A dreamself basically looks like you except it's wearing magic antigravity pyjamas. Also, dreamselves seem to be a pro

Anyway the dumb gimmick between dreamself and realself is that they take turns being awake. When the realself goes

There are different types of dreamself awakening which depends on various circumstances. The odds are distributed l

NATURAL AWAKENING	about 50% of players
PSYCHOLOGICAL FUCKERY	about 25% of players
TRAUMATIC AWAKENING	about 25% of players
OTHER CASES	about 5% of players

This probably doesn't add up to 100% but who cares anyway I'm gonna cover the various types of awakenings below.

■ NATURAL AWAKENINGS ■

Having a natural awakening is when you slowly become aware of your dreamself. It usually starts to happen when the

■ PSYCHOLOGICAL FUCKERY ■

In some cases, people have a healthy dreamself that should lead to a natural awakening but it doesn't progress becau

■ TRAUMATIC AWAKENING ■

Okay so dreamselves are pretty buggy features and sometimes they aren't installed properly. Dreamselves that aren't

Basically, a traumatic awakening consists of going through an emotional roller coaster. You need the kinda feeling tha

You can also think of it as a reverse nightmare. Normally when you have a nightmare, you're dreaming and then a clo

■ DIRECT LINK METHOD ■

Alternatively, the easiest method to reboot a dreamself is to physically touch it. Like, holding hands and stuff. It will op

■ MAKING OUT WITH DREAMSELF METHOD ■

Some FAQs will tell you to kiss non-awake dreamselves to wake them up. This method doesn't work. It is a joke. Stop

■ OTHER CASES ■

There are always weird cases where dreamselves are always awake or unable to wake up or something. You'll need t

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Your dreamself's personality isn't exactly YOU. I mean, it's you and not-you at the same time. It's hard to explain; Drea

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@@*   IMPROVING YOUR SLEE
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If you're a Sburb player then you're probably an internet addict and you suck at sleeping. It's okay bro, don't worry, I ca

So let me tell show you an example of good sleep. Try to picture one of those times where you had a hell of a bad day

See that's good sleeping right there, that's like a 10/10 score on going the fuck to sleep. You wanna focus on filling up

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■ SLEEPWALKING BUG ■

Some dreamselves do a minor amount of sleepwalking (sleepflying?) which doesn't go farther away than the dream ro

■ TELEPORTPHOBIC BUG ■

You can find teleporters that lead to Prospit/Derse but dreamselves cannot use them to leave the area. If you try to use

■ DOMINANT HAND BUG ■

Your dreamself is left-handed when you are right-handed and vice-versa. It’s a minor bug that people don’t usually not

■ DREAMSELF ALCHEMY BUG ■

If a dreamself stands on top of an alchemiter pad, the server player can select the function that unmakes an item to re

■ SHIRT DISPLAY BUG ■

Scratching the back of your head causes the moon symbol on the dream pyjamas to flicker. I have no idea what's up w

■ DREAMSELF ILLEGAL OPERATIONS ■

There are certain actions which aren't fully supported by dreamselfs. These dreamself illegal operations causes people

■ ALWAYS-AWAKE BUG ■

A problem that is tied to a poor sleeping ratio, some dreamselfs are just always awake. However it's not really a super

■ EARLY AWAKENING BUG ■

Some people wake up years before Sburb even starts. This is a really cool stunt but I'm pretty sure it's not intended by

■ MULTIPLE DREAMSELF BUG ■

I've heard a lot about this bug but haven't encountered it yet so I'll reserve judgement. It looks like future me came acr

■ DREAMSELF IS WRONG GENDER BUG ■

A bug that certainly makes people question what the hell Sburb is thinking. Seems to happen more often to people wh

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The ADVANCED DREAMSELF MECHANICS are the weird mechanics that cover where dreamselves are allowed to g

I mean, let's just put two and two together. Your dreamself can fly AND your dreamself can go to sleep at any second

In more detais, what happens is that when your realself wakes up, your dreamself is in put in jeopardy and the game r

A dreamself is only unaffected by the recall script if it is situated in a DREAM LOCATION upon going to sleep. A drean

The last bed that a dreamself visited is deemed the SAVE BED. To mark a bed as your SAVE BED your dreamself has

This advanced mechanic stuff is not very important to pay attention to when you start out with the dreaming. You'll just

Remember that any segment of gold/purple material is a valid place to fall asleep on. For example, you can fall asleep

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If your current save bed is INVALID, then the recall script will lock upon the DREAM BED by default. This can be usefu

The current SAVE BED will also be an INVALID LOCATION if there is already someone sleeping in that bed. Hence it'

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@@*   BED MANAGE
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When your dreamself EARNS ITS WINGS and has access to flying anywhere in the incipisphere, locating SAVE BEDS

Of course it’s basic civility to warn someone in advance if you plan to crash your dreamself at their place. The Sburb E

More than SAVE LOCATIONS, it's also important to see beds as SLEEPING MANAGEMENT TOOLS. If you have bus

(GUEST CHAPTER) - Skaia.net dungeon

"What the heck is skaia.net (FAQ)", a quick and interesting guest chapter by everlastingSnow about the Skaia.net labc

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               ################  Frequently asked Questions  ##################
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Question: What IS Skaia.net? Is it some sort of website?

I'm glad you asked. It isn't actually a website, despite what the name suggests. It's an Easter egg that appears in som

Question: Ok, enough of the lecture. What is this Easter egg?

It's a giant laboratory.

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It probably won’t look exactly like this. It may have a bigger tower or a satellite dish on the top or no windows. It varies

Question: Why is it called Skaia.net if it isn’t a website?

Skaia.net is not the actual name of it. It’s just a nickname used by SBURB players to identify it. When your consorts (

Question: So it is generated when a player enters the medium?

Not exactly. It comes from your homeworld.

Question: Wait WHAT?!

It’s kind of complicated (and a little strange). I’ll try my best to explain. In some sessions, one of the players may live n

When the player installs SBURB, the game will register the lab as part of the player’s home and bring it with the player

Question: So, what's is in the lab?

Lots of interesting things! Some have more or less than others and won’t always contain the same things. I won’t clai

- Lab equipment. Not fancy SBURB lab stuff. Things like test tubes, Bunsen burners, unlabeled containers with c

- Children's toys. (Ex. Doll house, tea set, teddy bear ect.) Why? Just, Why?

- Appearifier. I wouldn't touch an appearifier unless you are a Time player, Space player (frog breeding), your ses

- Transportalizer. These things are FUN! They work the same way a Space player's portals do but it is an actual r

- ????????. I'm not sure what to call this thing. It doesn't have a specific name. It's basically this huge computer t

- AN EXTREMELY ANNOYING AI. Yet again, there is no specific name for this thing. In my fourth session I got a

- Mutated animals? I've only found one once. It was a little, black dog with four tails. I named it Tails and later pro

Question: Enough about the dog! What else?

The only other thing I've ever seen in there was a dungeon. I'm pretty sure that's the only thing that is guaranteed to b

Question: Wait… Mutant imps?

Yep. Instead of normal Imps, you get their uglier, radioactive cousin, the mutant imp! These little guys have a lot of w

Question: Dungeon?

Yep. It's an optional dungeon that can be entered via the trap door in one of the rooms in the lab. It will be marked wit

A lot of veteran players have tried to challenge the limit of the infinite skaia.net dungeon. They were never seen again.

Usually I just rage-quit around the 20th floor and steal all of the Lab coats and equipment scattered around.

Note: As previously mentioned, your Space player is going to hate it down there. Please do NOT drag them down ther

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################### Glitches ####################
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Like everything else in SBURB, this thing has a crap load of glitches:

- Sometimes, if it is heavily damaged before entry, the lab won't enter with you. It will just sit there on your homel

- Occasionally, a mutant OhGodWhat will spawn outside the lab. I have one thing to say to you if you are that unl

- If the player who owns the land dies, when their land begins going into grief and everything disappears, Skaia.n

- Sometimes mutant imps will spawn without any mutations but will still glow green and will still be called Mutant i

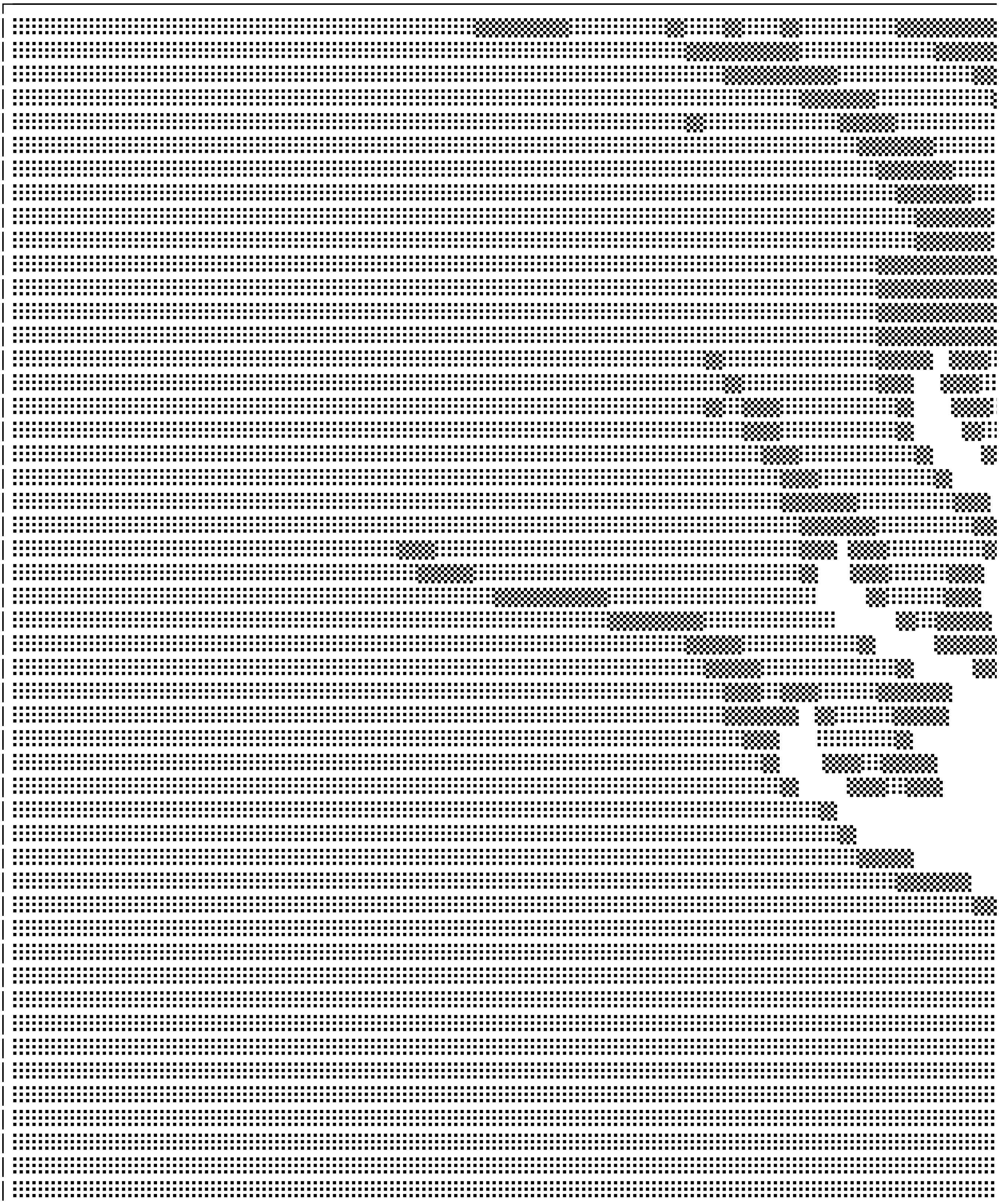
- Sometimes the door to the lab is locked. You'll have to break a window. If it doesn't have a window, you can't er

- Sometimes the AI will try to kill you. It is not supposed to do that. Abscond immediately.

Article - Title Interpretation

Chapter Notes

NOTE: This chapter is part of a second attempt to rant about class/aspect stuff.



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This chapter will serve as an introduction to the advanced subject of title interpretation, also known as classpect analys

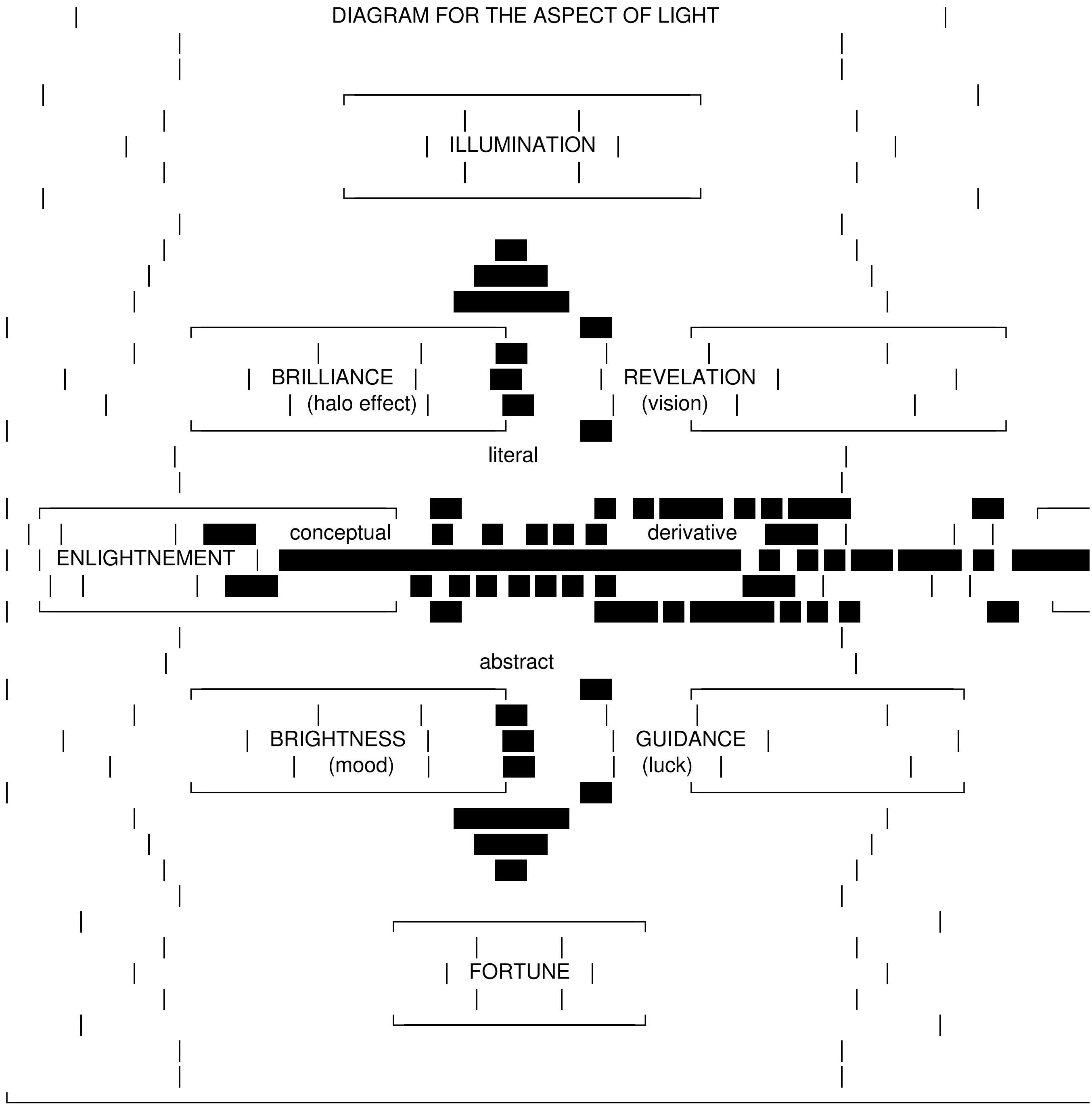
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The notion of a sburb title can be aptly defined as an UNFITTING CHALLENGE to overcome during the span of a sess

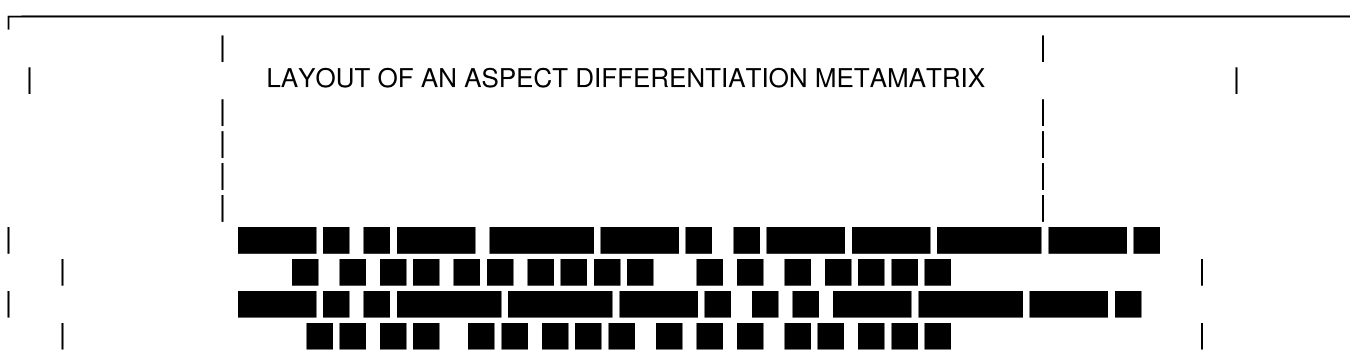
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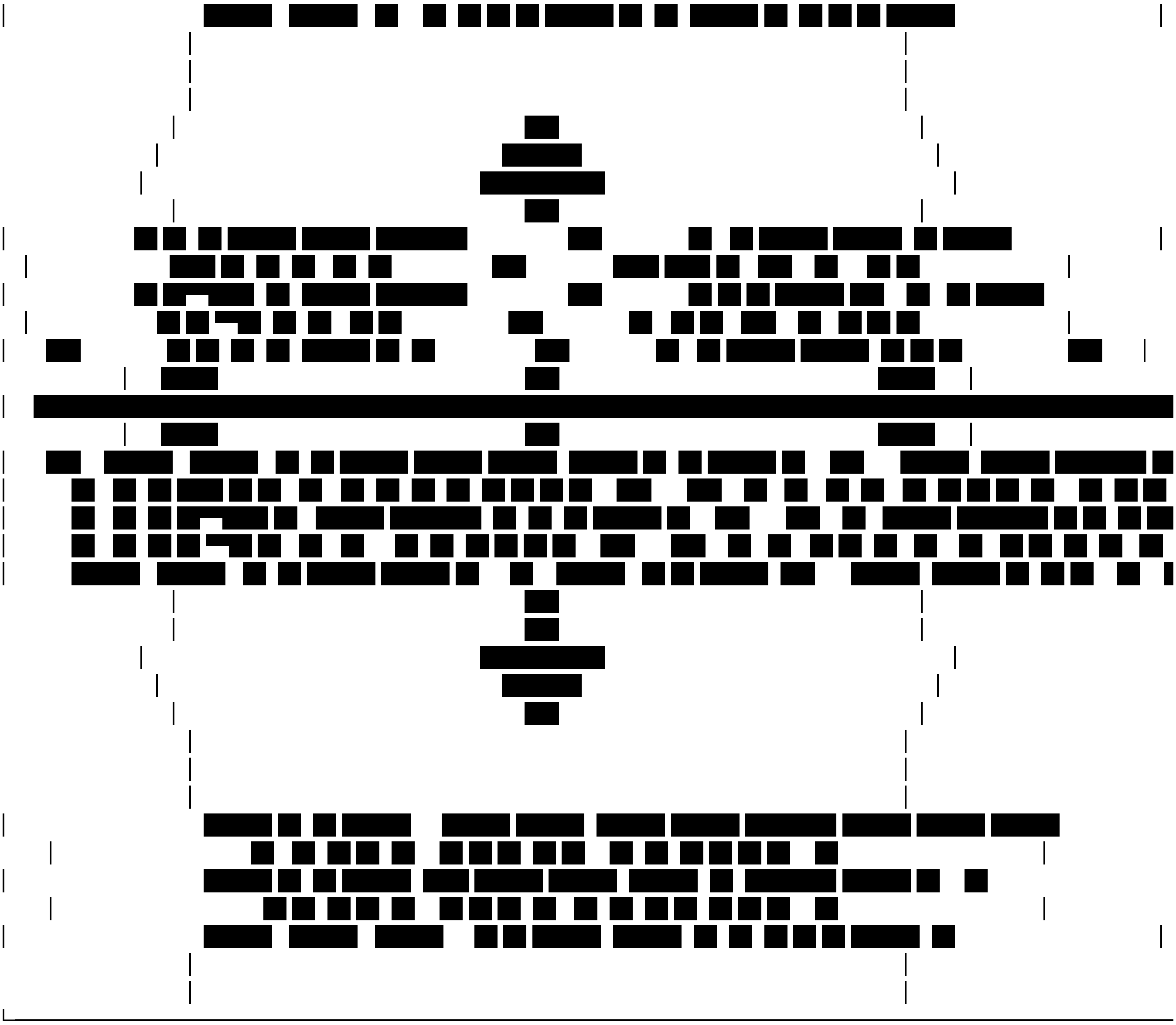
The subject of title interpretation is best approached through a solid basis in ASPECT LORE. The first step for getting

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In the case above, this particular type of a diagram is called an ASPECT DIFFERENTIATION METAMATRIX. There n

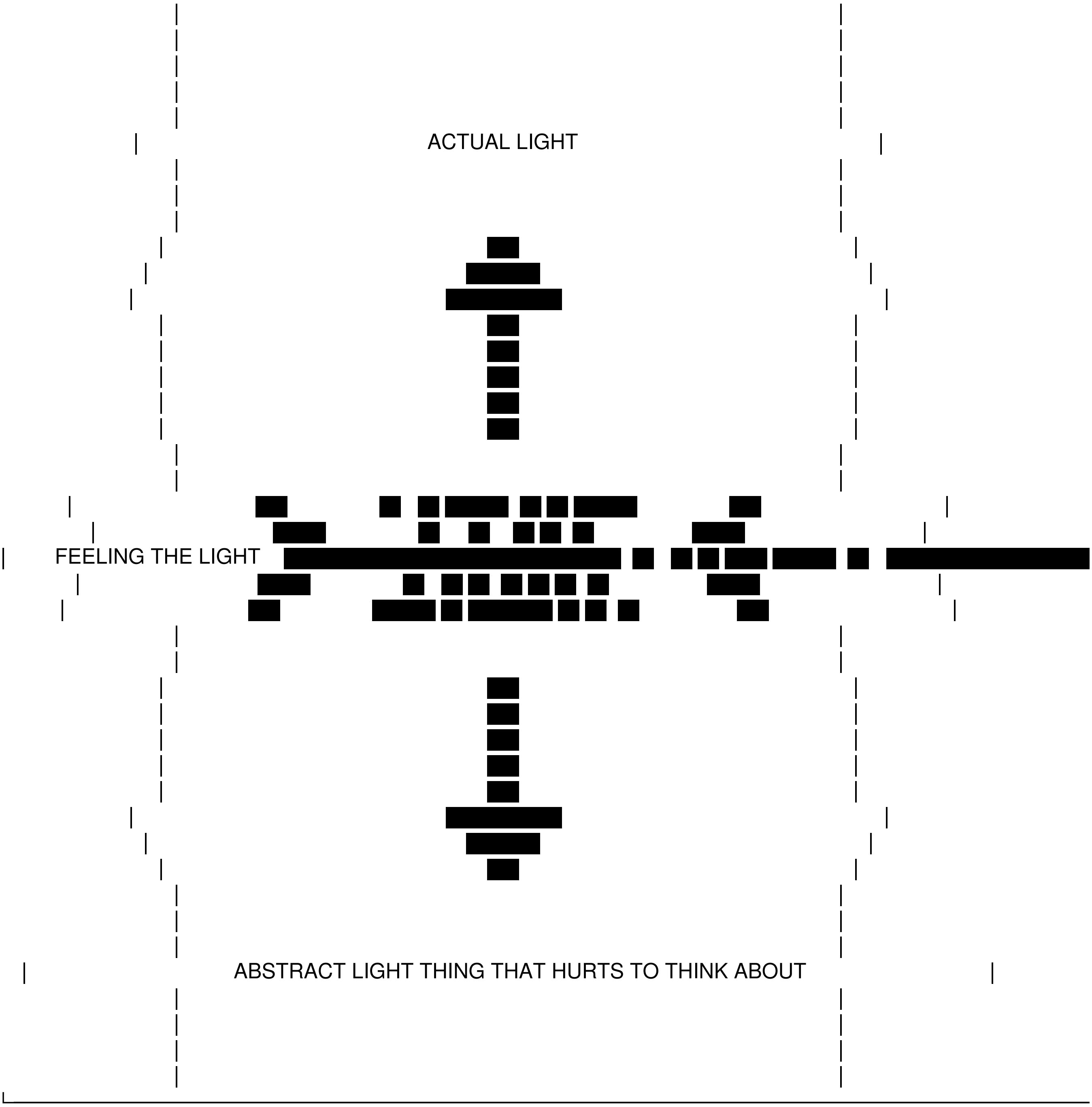




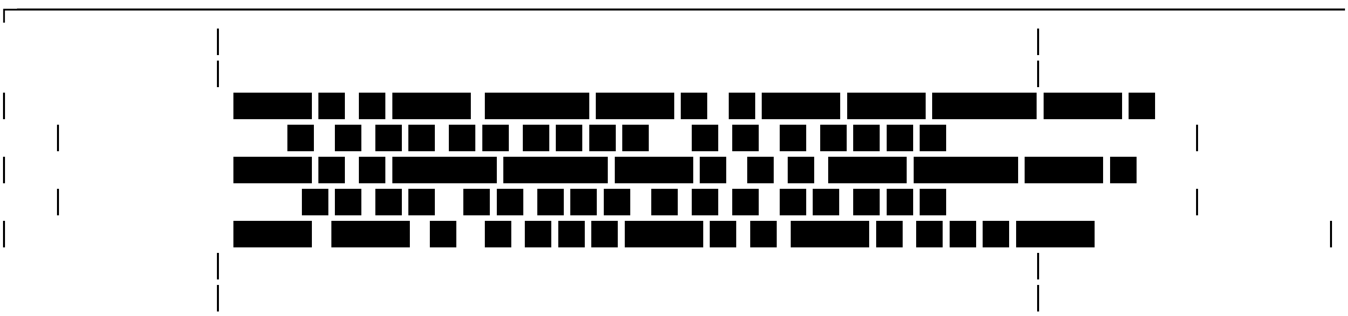
This type of configuration is also known as the QUADRATIC ENTANGLEMENT THEOREM to certain people, especia

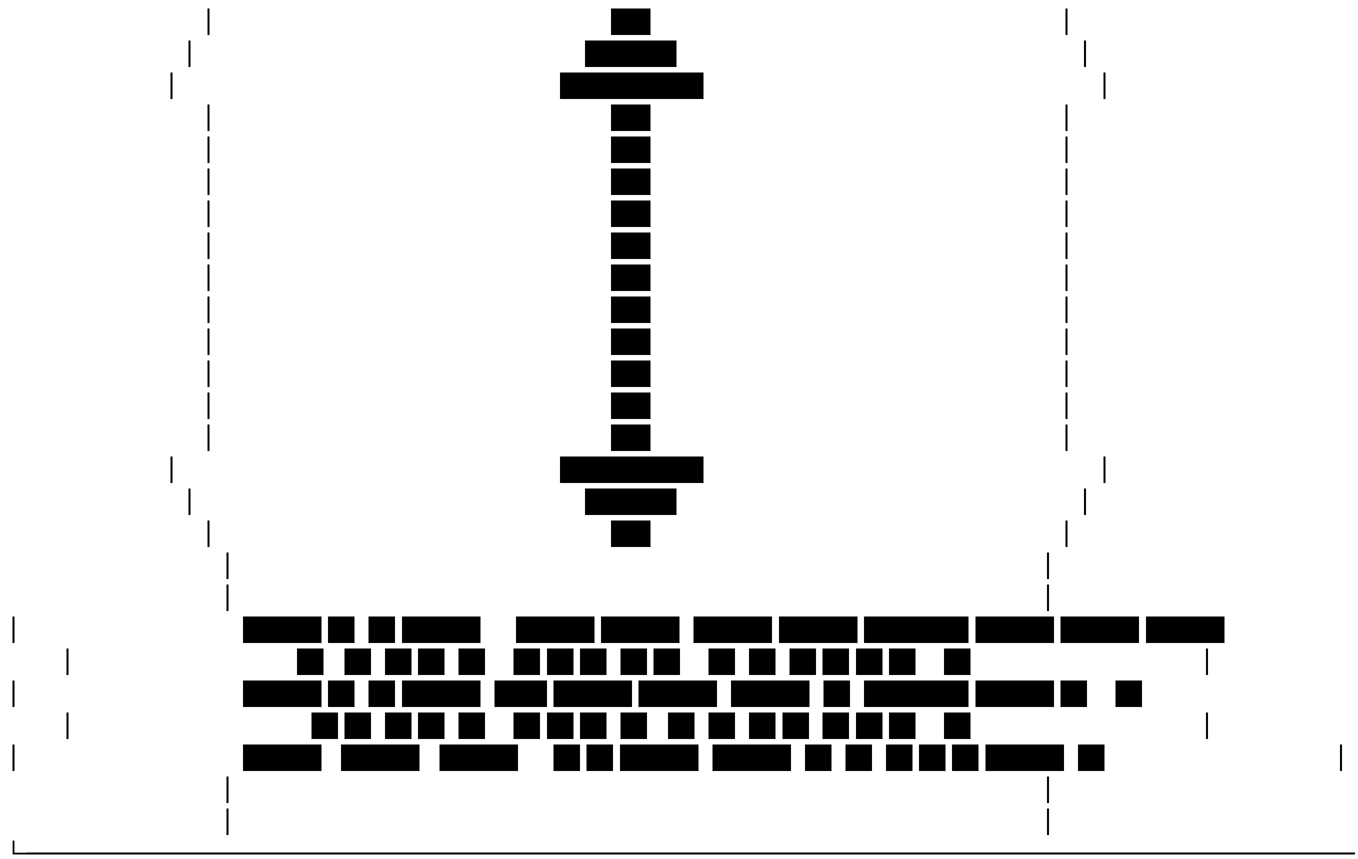
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In order to dwell more into ASPECT LORE, one first need to learn more about FIGURATIVE DIFFRACTION which car



Ok this diagram is super shitty but let's pretend for a second that it isn't. This diagram is made of branching paths whic





The DEGREE OF ABSTRACTION of an aspect is an important component to ASPECT LORE, as it shows on what lev

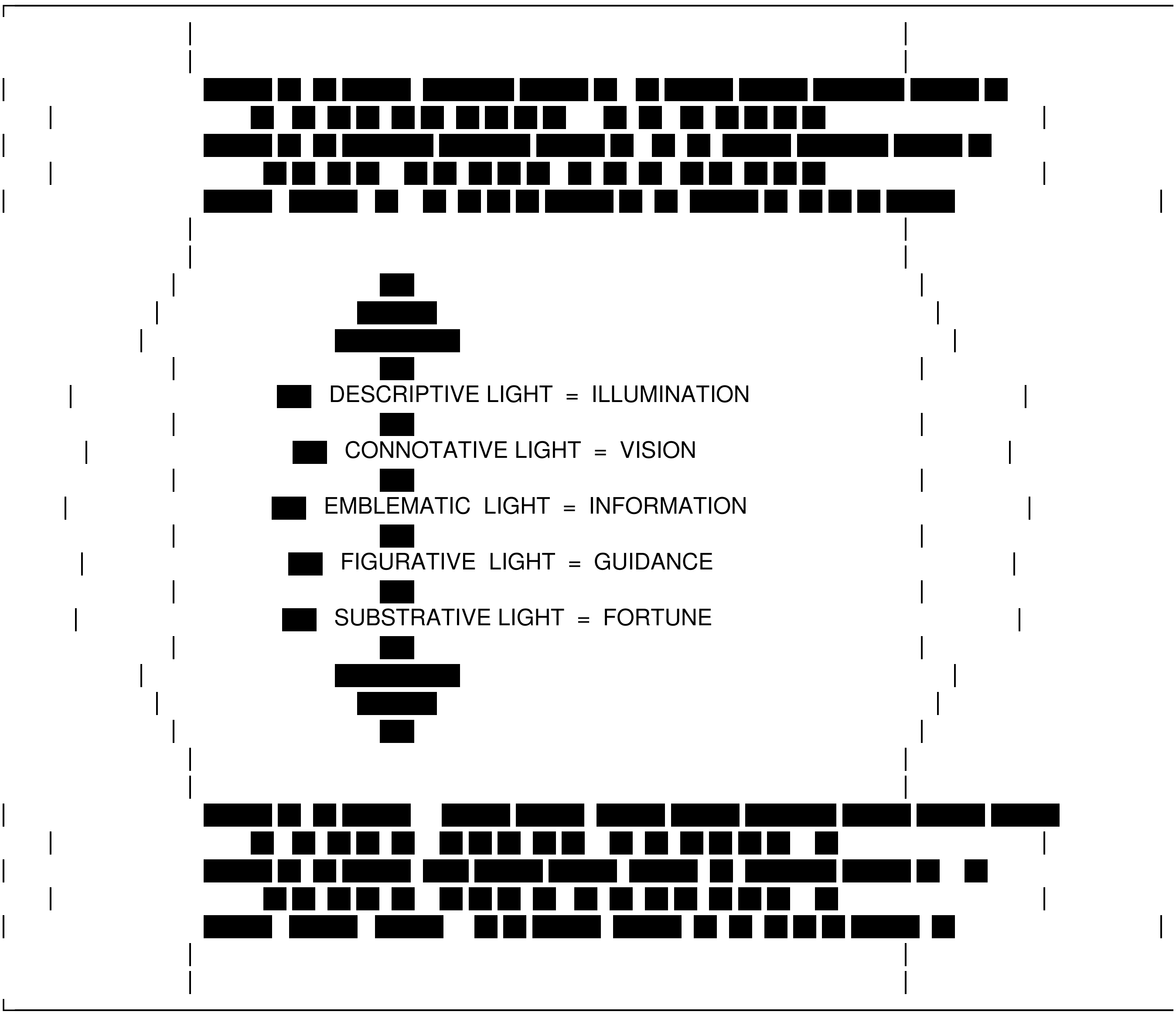
Let's say that you are a HERO OF LIGHT and that you are walking in a forest in the middle of the night. It's dark and s

Now if you start dipping toward a more ABSTRACT definition of Light, you want to twist the meaning of the aspect into

Going further down that road, you will realize that the problem with walking in the dark isn't that you [want to see]. That

Now if you go deeper into abstraction territory, you decide that your problem was never about information. You don't c

Lastly, if you go all the way down to the bottom of the rabbit hole and then through the looking glass, your interpretatio



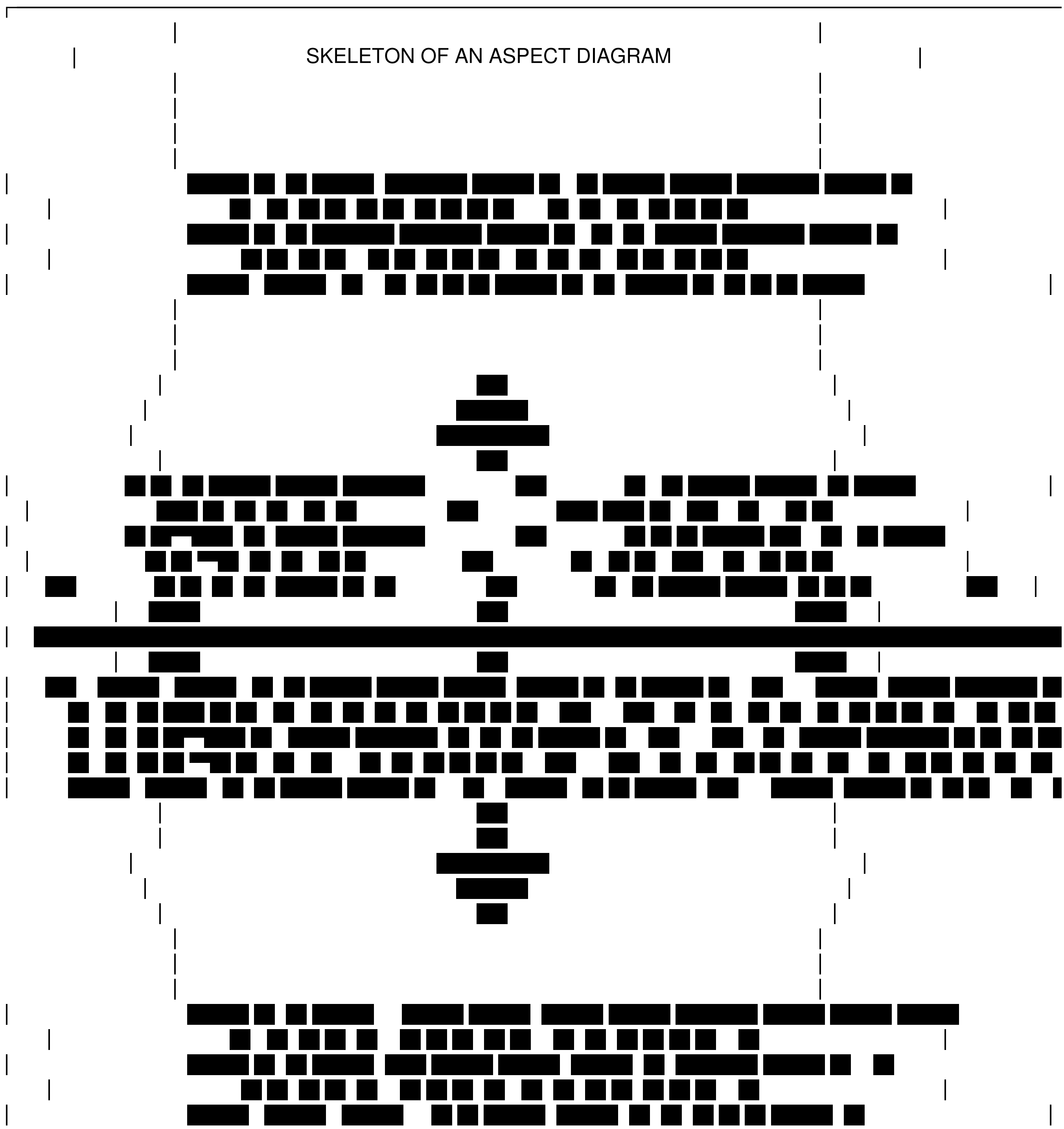
You could say that the aspect of LIGHT is the sum of all of these meanings at once. You can't pinpoint the meaning of

NOTE: The interpretation of an aspect at its most abstract point is also known as the SUB-ASPECT. For example, the

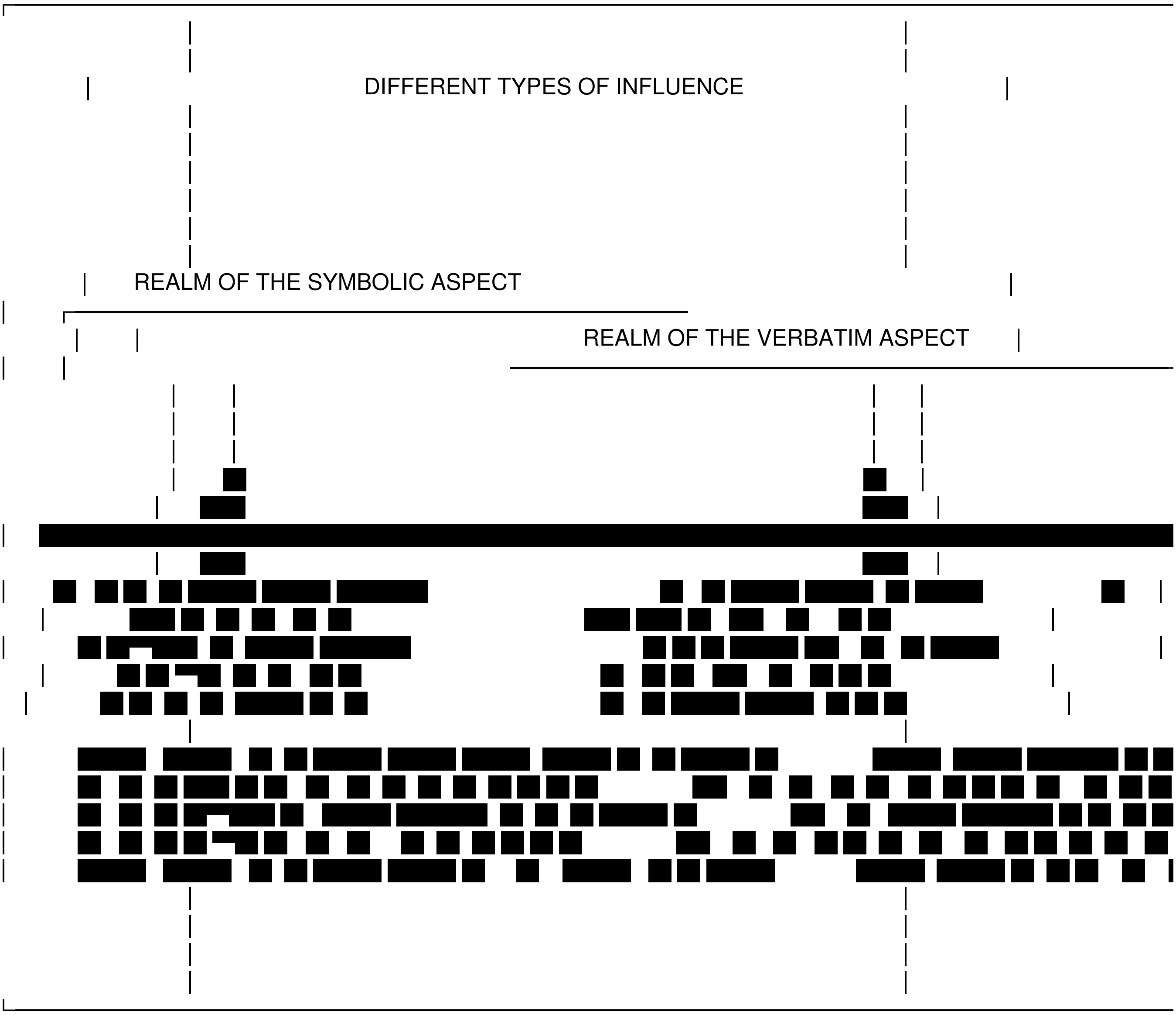
Article - Title Interpretation part 2

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The previous chapter covered how to interpret aspect with different degrees of abstraction. This chapter will move to th

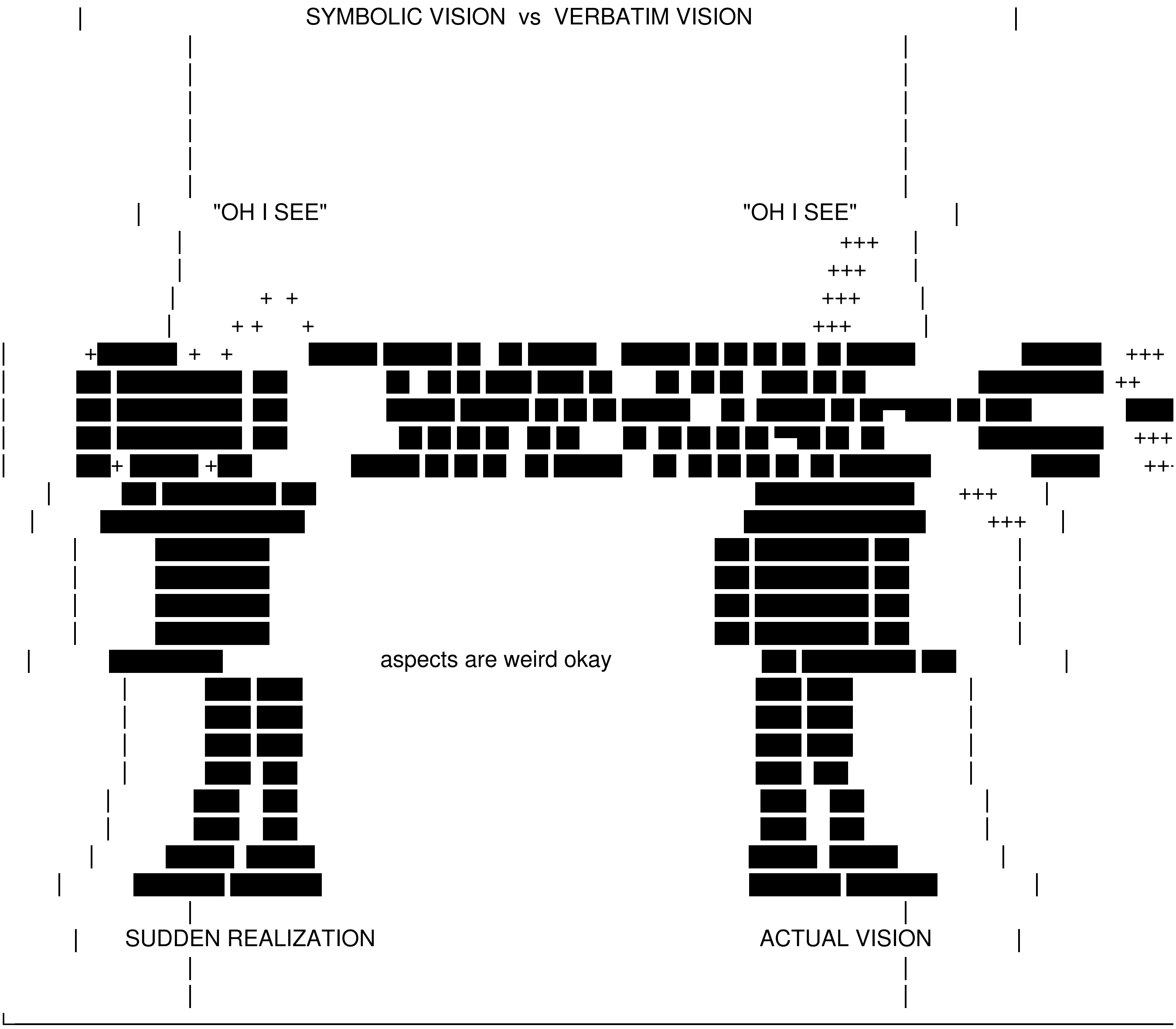


The horizontal axis of this diagram refers to the type of influence of an aspect rather than its type of meaning. In order

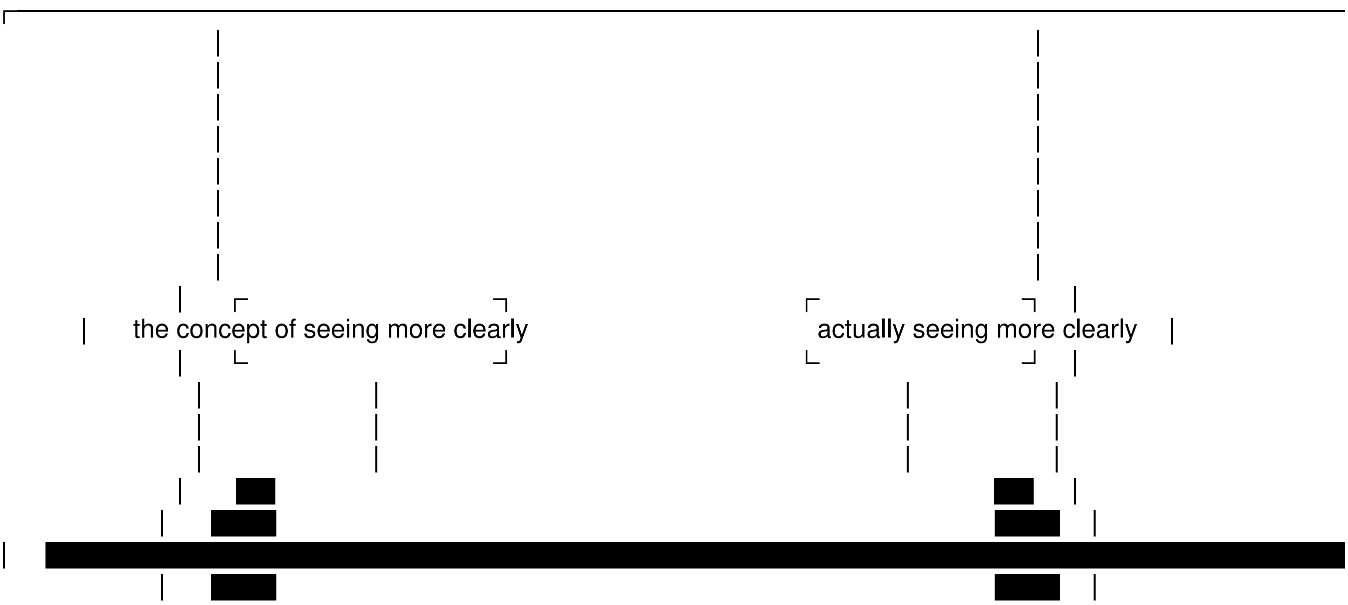


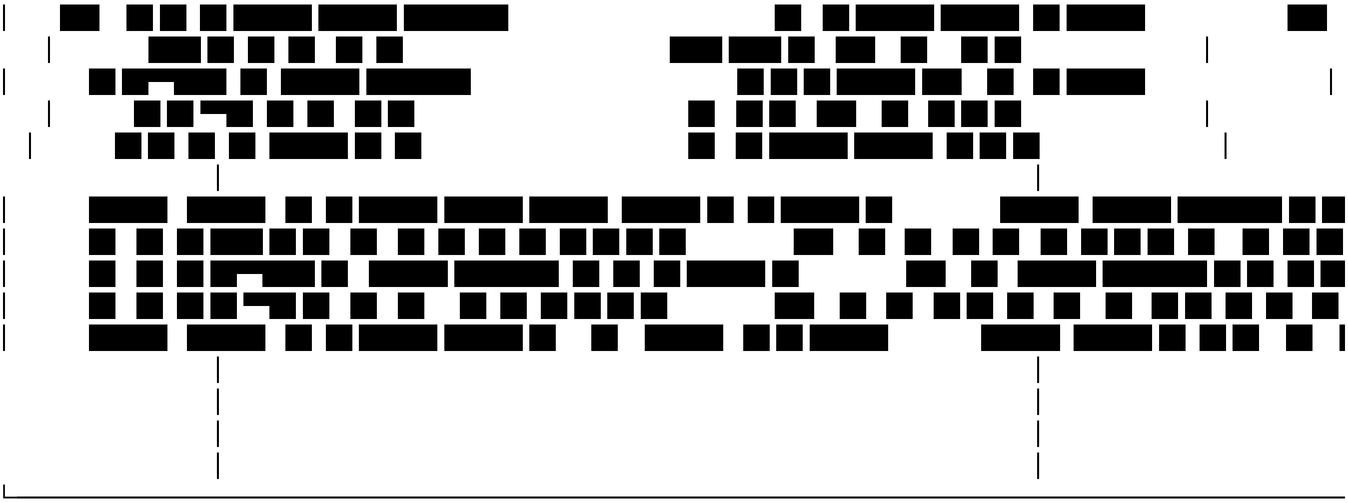
For example, we have seen in the previous chapter that the aspect of LIGHT enjoys certain themes. It likes when thing

As a more concrete example, a HERO OF LIGHT could champion the cause of light by HELPING PEOPLE SEE throu

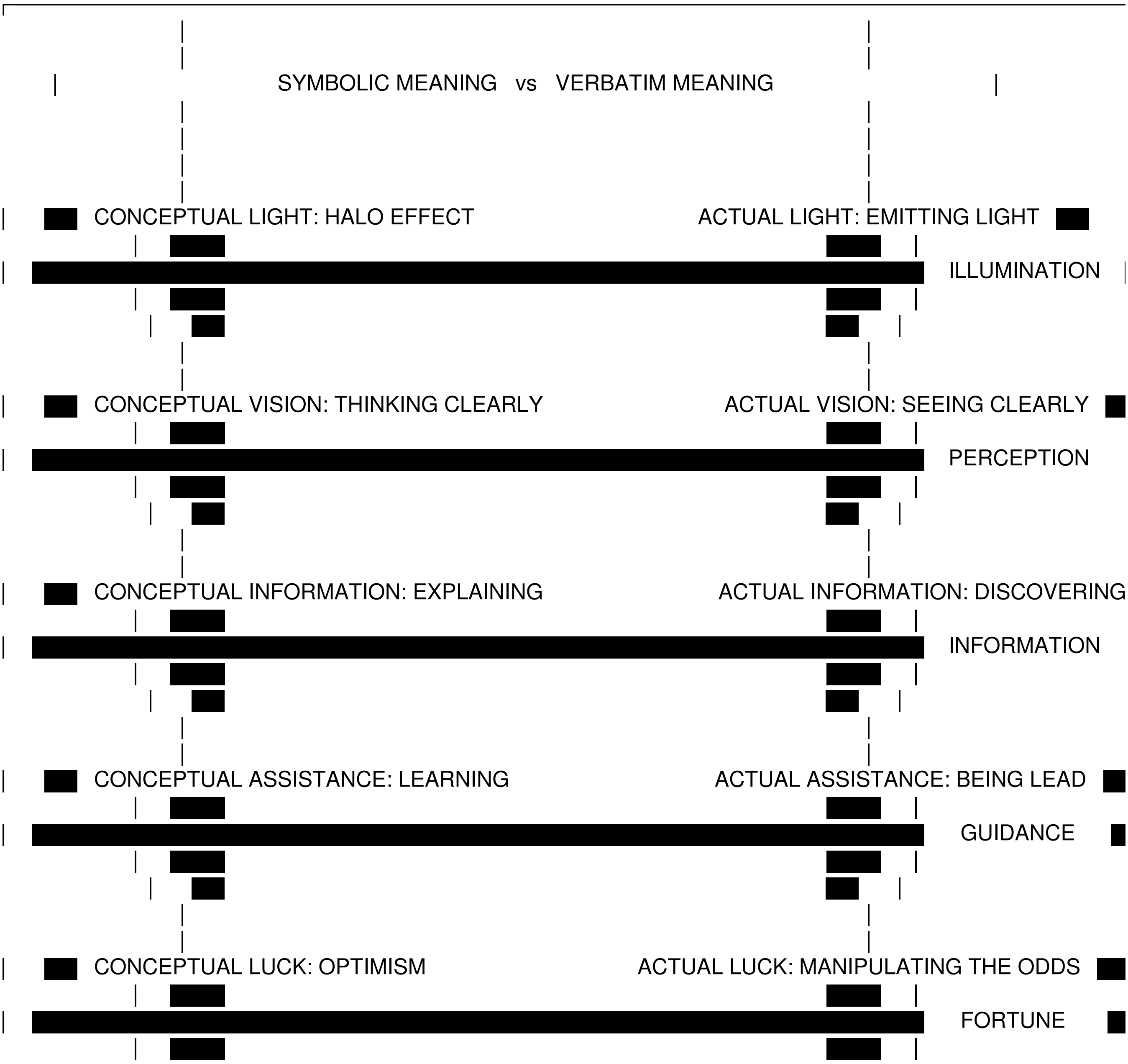


The consequence is that an aspect can have different kinds of influences even at the same level of abstraction. The as





For that reason, it’s important to see aspects as more than a bunch of fake magical powers. They’re like a big ball of li



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Let's take a closer look at just the first item of this list. We have established that the aspect of LIGHT likes to reveal thi

What makes this example more interesting is that this effect is often an INTRINSIC QUALITY that is found on LIGHT F

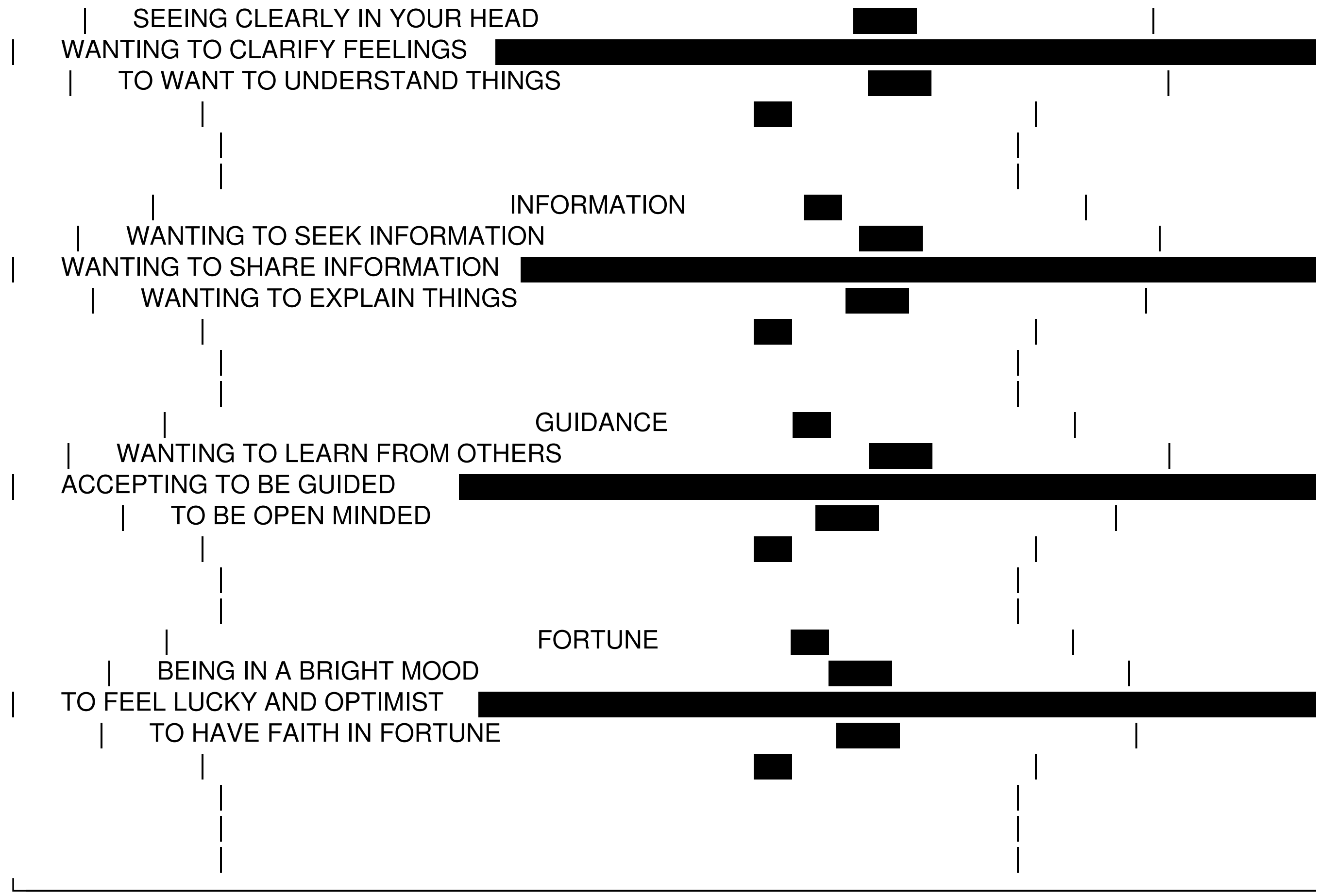
As a consequence of this effect, LIGHT PLAYERS often have a hard time trying to SNEAK into a room. It's like they ar

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What is perhaps the most fascinating subject of ASPECT LORE is the study of the relationship between the SYMBOLI

What it means is that you can't project an aspect EXTERNALLY unless you understand what it means SYMBOLICALL

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| IDIOMATIC LEARNING TABLE |
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| REVEALING YOURSELF ███ |
| DRAWING ATTENTION ████████████████████████████
| TO HAVE NO SECRET ███ |
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| PERCEPTION ██ |



A typical example of IDIOMATIC LEARNING is that LIGHT PLAYERS who search for answers long enough will sudde

If you have to remember any lesson from ASPECT DIAGRAMS, it is that the boundless spectrum of an aspect isn't so

MINI FAQ - Missing locations

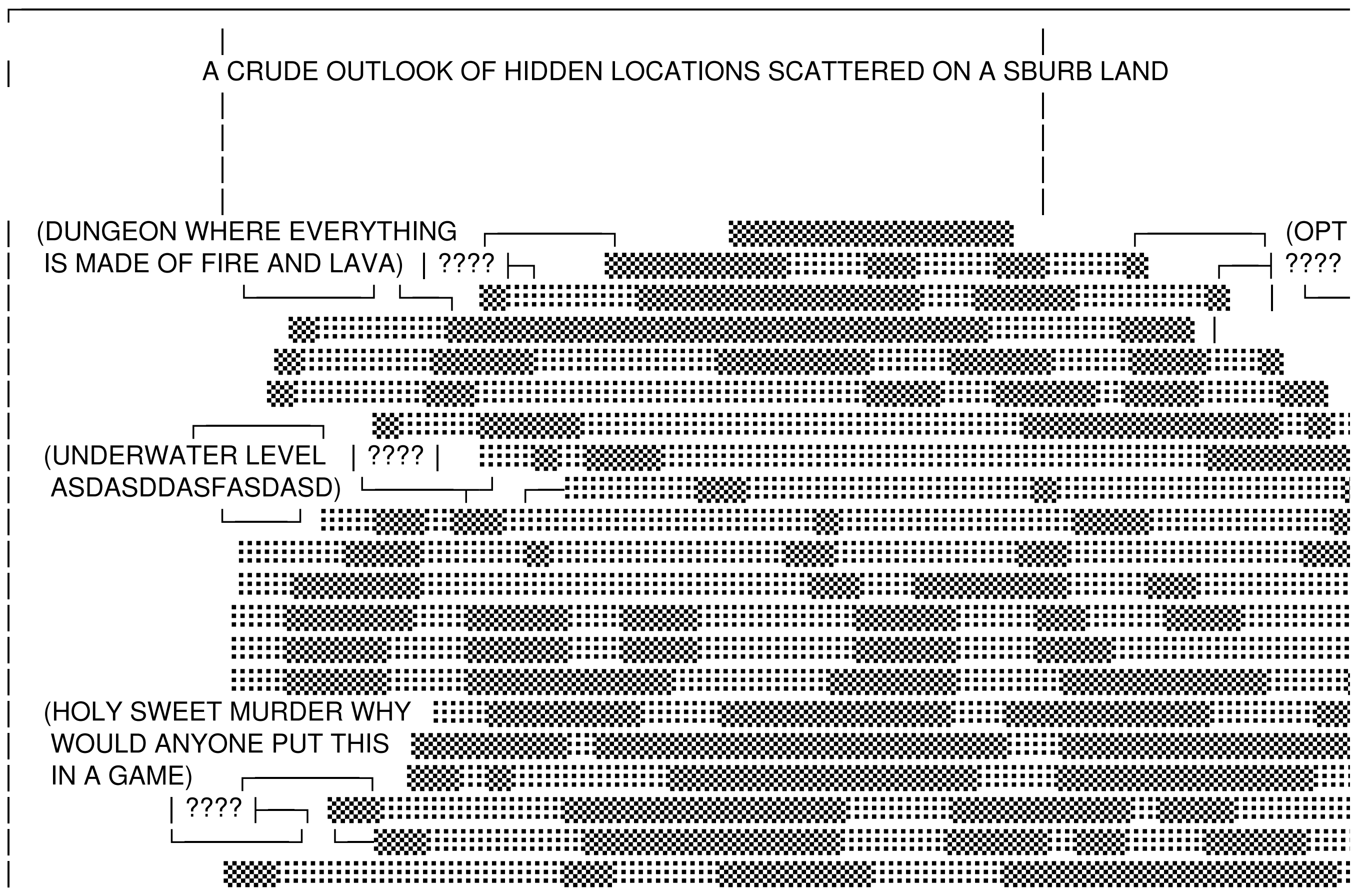
Chapter Summary

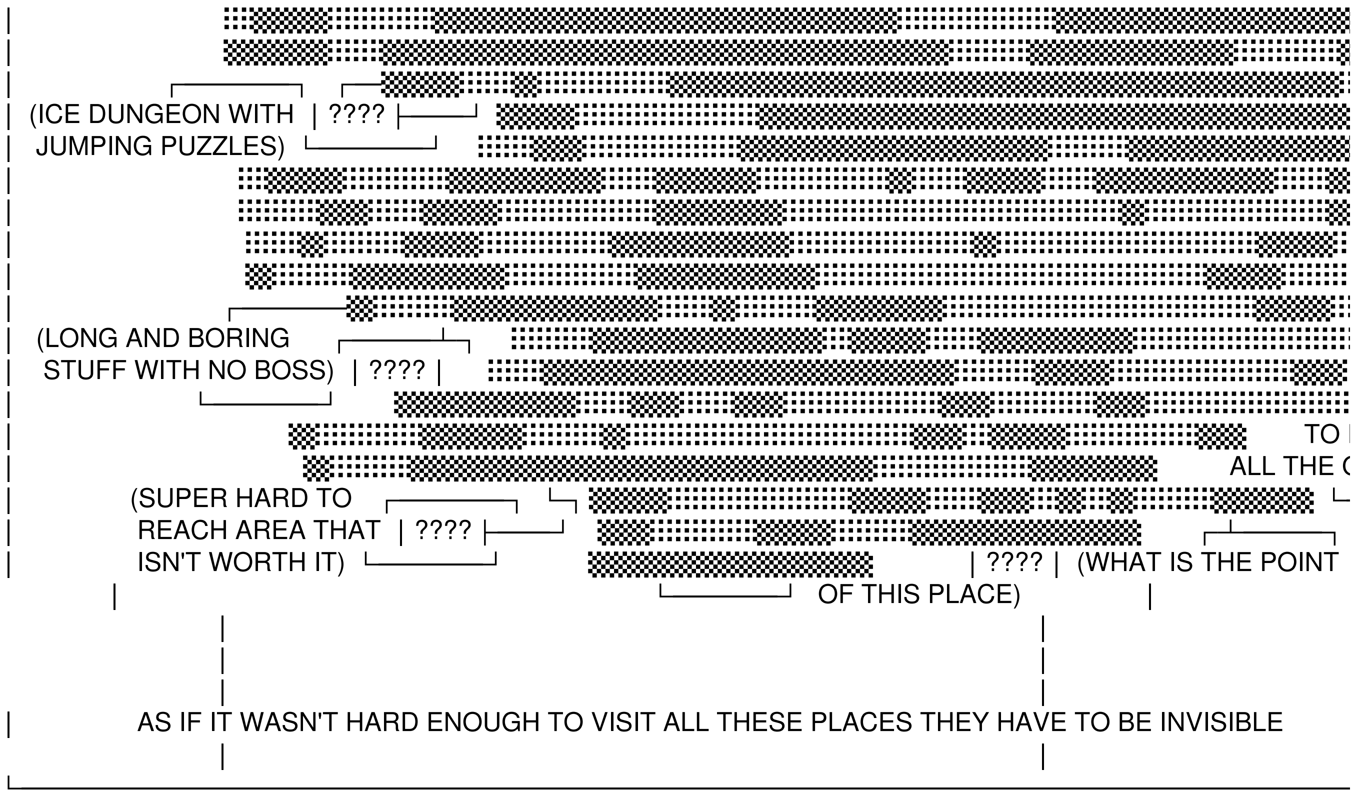
A chapter on how to find dungeons in sburb. Very useful for death-seeking. Also includes needlessly colorful ascii art.

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One of the most common complaint issued by new Sburb players is something which concerns missing locations. The

As it turns out, missing ruins in Sburb aren't due to the input of a glitch. These ruins are just hidden and underground.



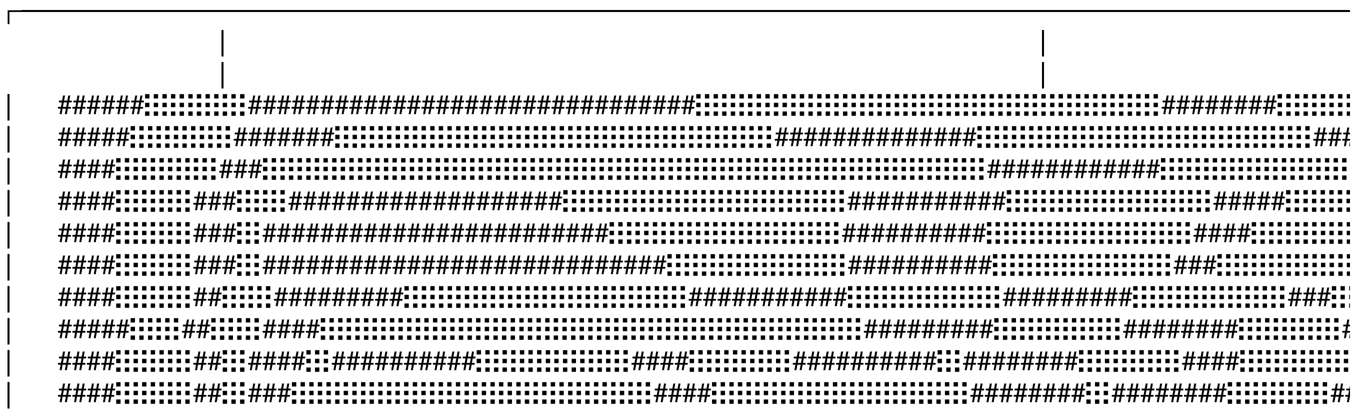


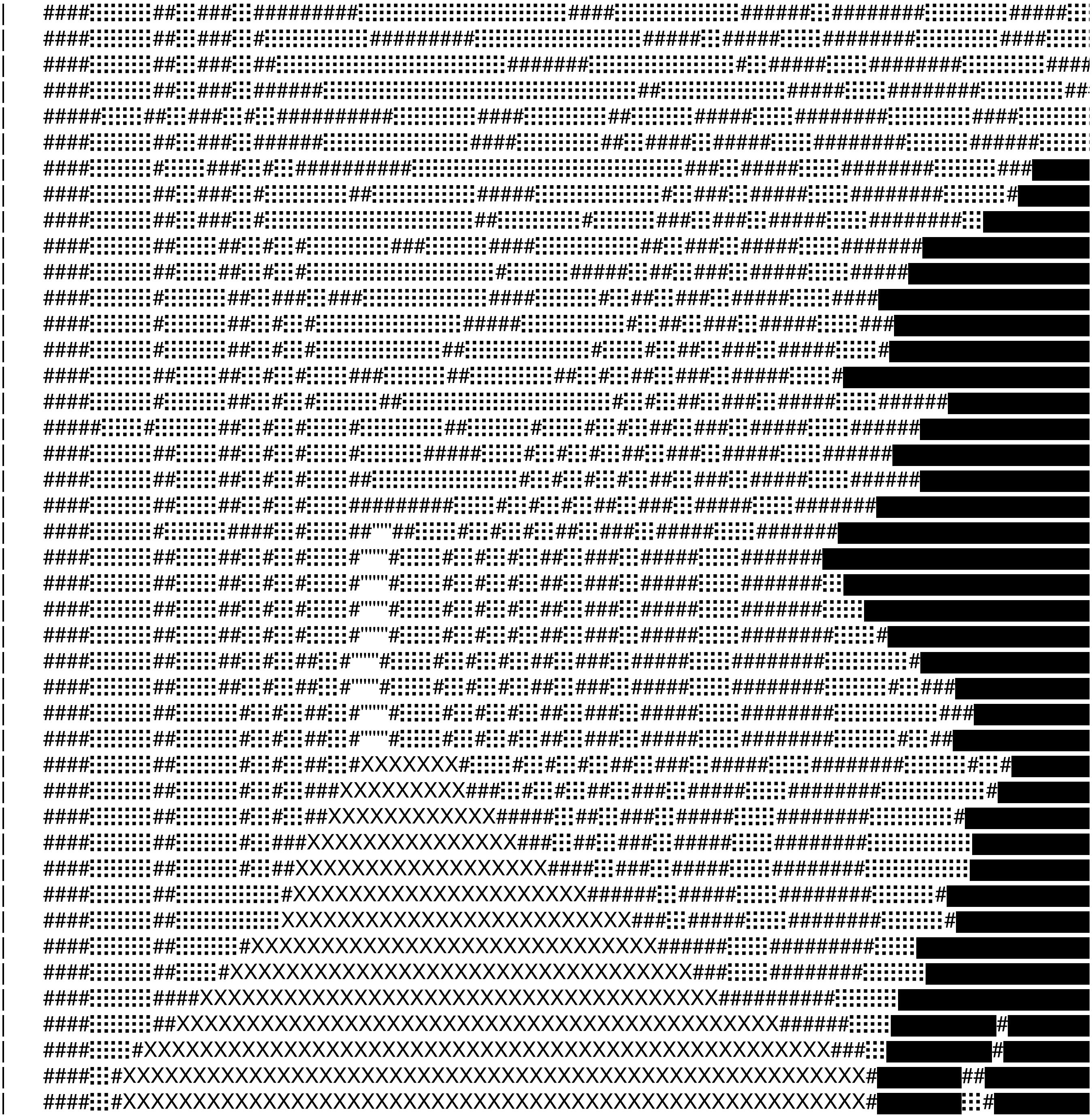
The tricky part in all this business is learning how to reveal secret locations in Sburb. This is something that stumps a

Now, fake walls are easy to manage but revealing dungeons is a whole lot harder. There are levels of secrecy in Sburl

If I had to explain it in other words, I guess it's a bit like when you try to walk in a room with the lights turned off. You ca

The bottom line is that you want to look more deeply into the areas that look empty but don't feel empty. That's the gis





HMMM DOES IT LEADS TO ADVENTURE OR PLANNED MURDER? ONLY ONE WAY TO KNOW

Now all that's left is exploring that beast and trying not to die. It's worth nothing that the deeper a dungeon is hidden, u

Note that revealing dungeons will cause sudden rumbling and earthquakes when the entrances dig themselves out, ar